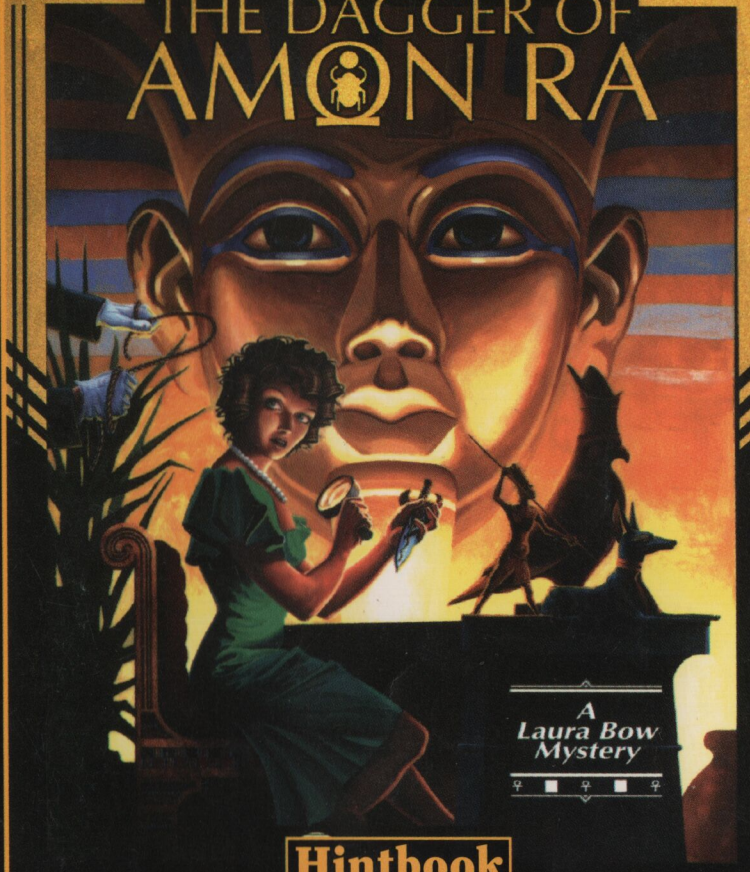
Roberta Williams' Laura Bow in

THE DAGGER OF AMON RA



A Laura Bow Mystery

Hintbook

SIERRA

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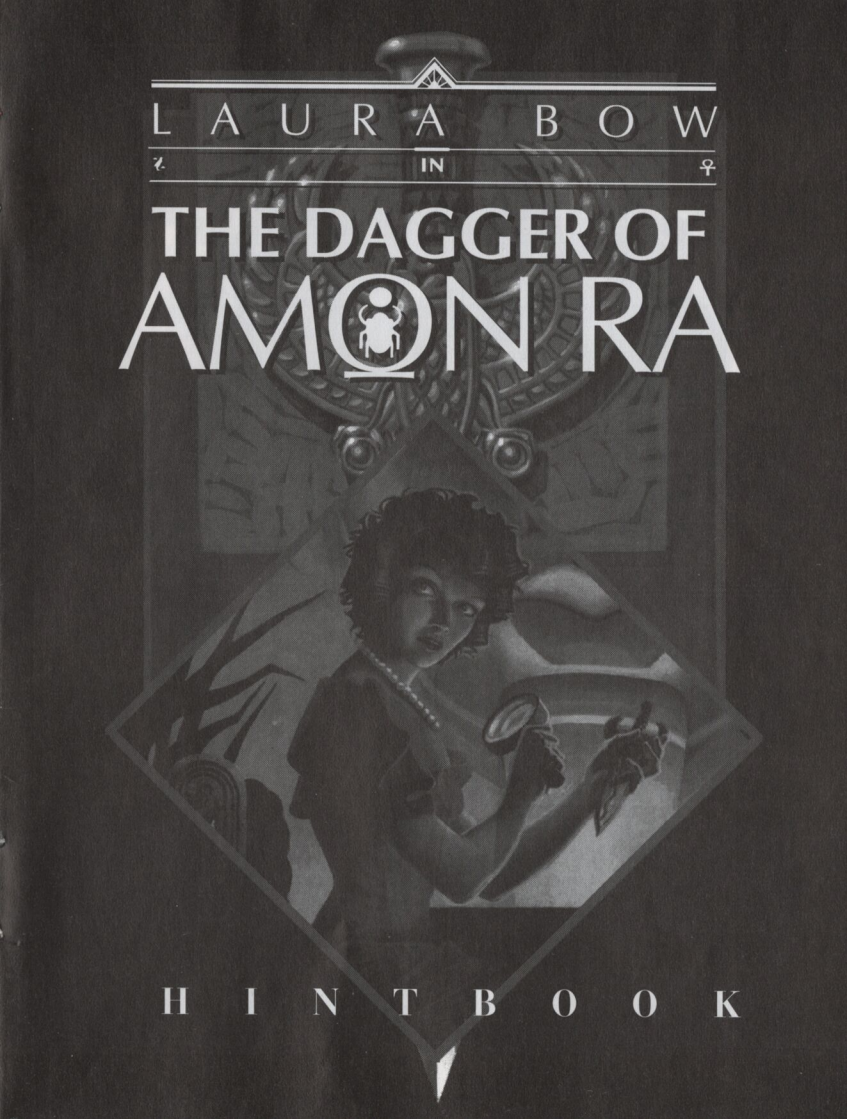
LAURA BOW
IN
THE DAGGER OF
AMON RA
HINTBOOK

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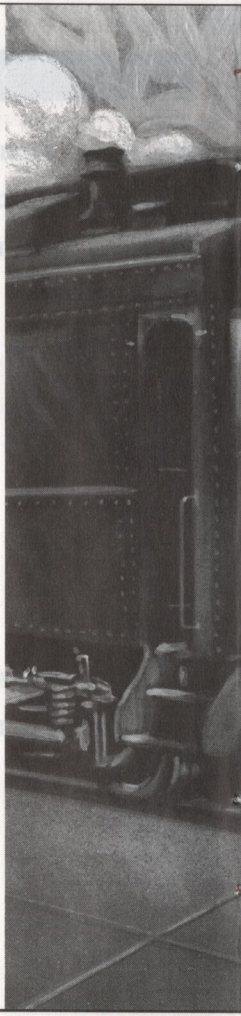
MURDER BY DESIGN

Think you've got the makings of a great amateur detective? Of course you do, otherwise you wouldn't be playing **LAURA BOW: THE DAGGER OF AMON RA**. Then again, here you are reading the hintbook, so maybe those amateur detective skills are NOT quite all they're cracked up to be.

In the pages of this hintbook, we introduce you to another twisted tale of murder and mayhem: "Murder by Design." Here's an opportunity for you to assemble the clues, examine the evidence, and solve a most grisly and unfortunate crime based on ACTUAL events. Loosely based on actual events. Well, all right, based on events that could just as well have been actual, had they, in fact, actually happened, which they have not. Yet.



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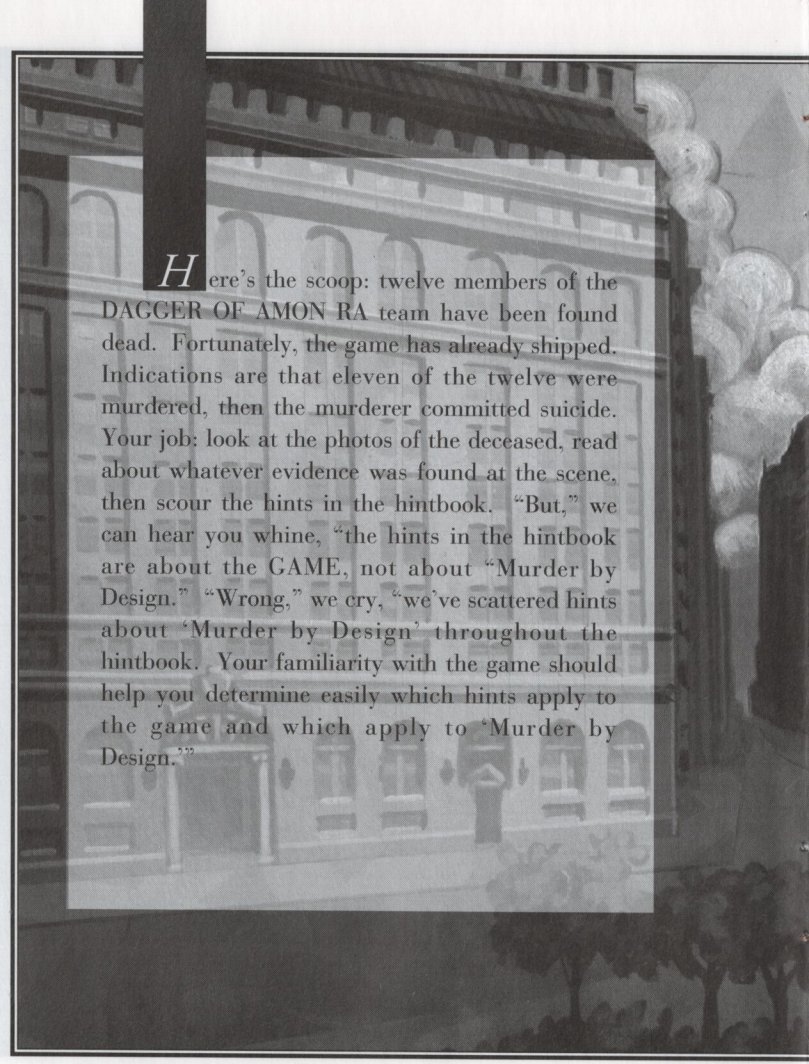
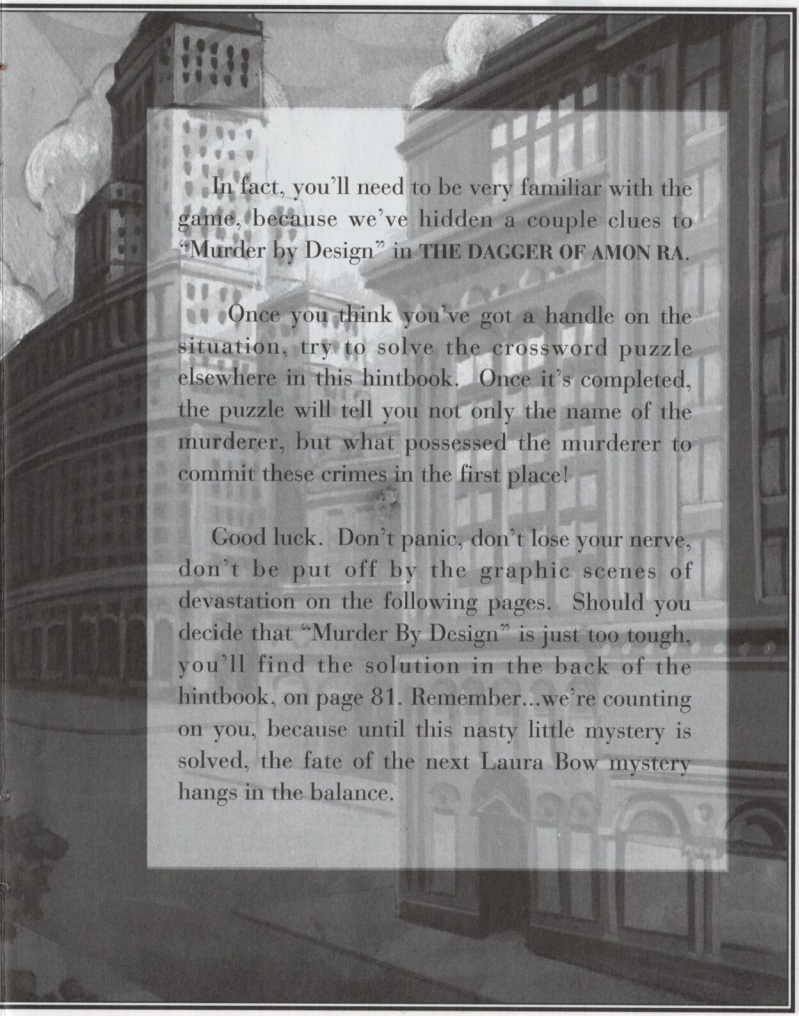


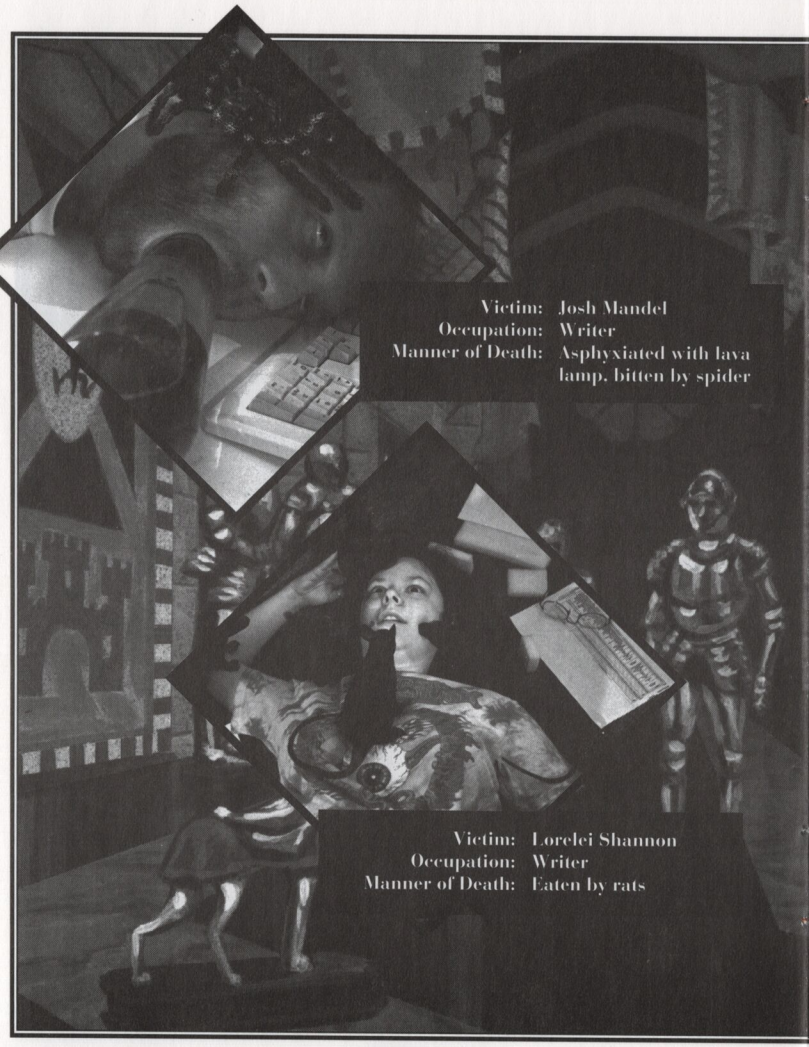
Here's the scoop: twelve members of the DAGGER OF AMON RA team have been found dead. Fortunately, the game has already shipped. Indications are that eleven of the twelve were murdered, then the murderer committed suicide. Your job: look at the photos of the deceased, read about whatever evidence was found at the scene, then scour the hints in the hintbook. "But," we can hear you whine, "the hints in the hintbook are about the GAME, not about "Murder by Design." "Wrong," we cry, "we've scattered hints about 'Murder by Design' throughout the hintbook. Your familiarity with the game should help you determine easily which hints apply to the game and which apply to 'Murder by Design.'"

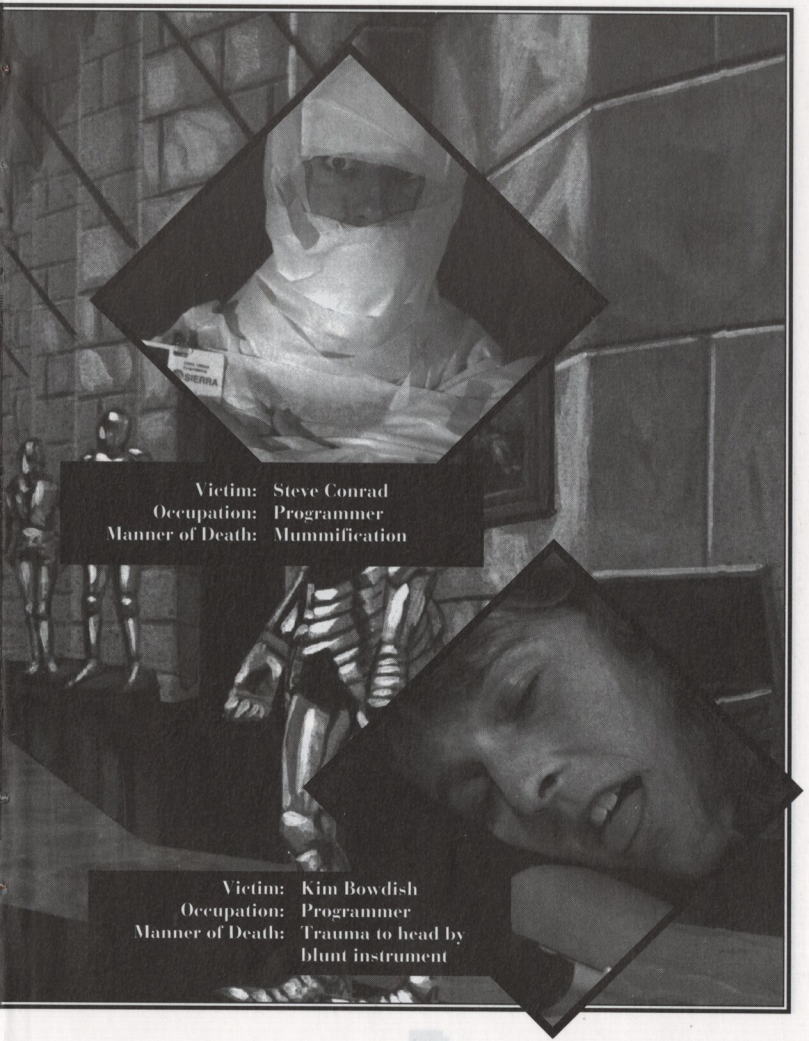


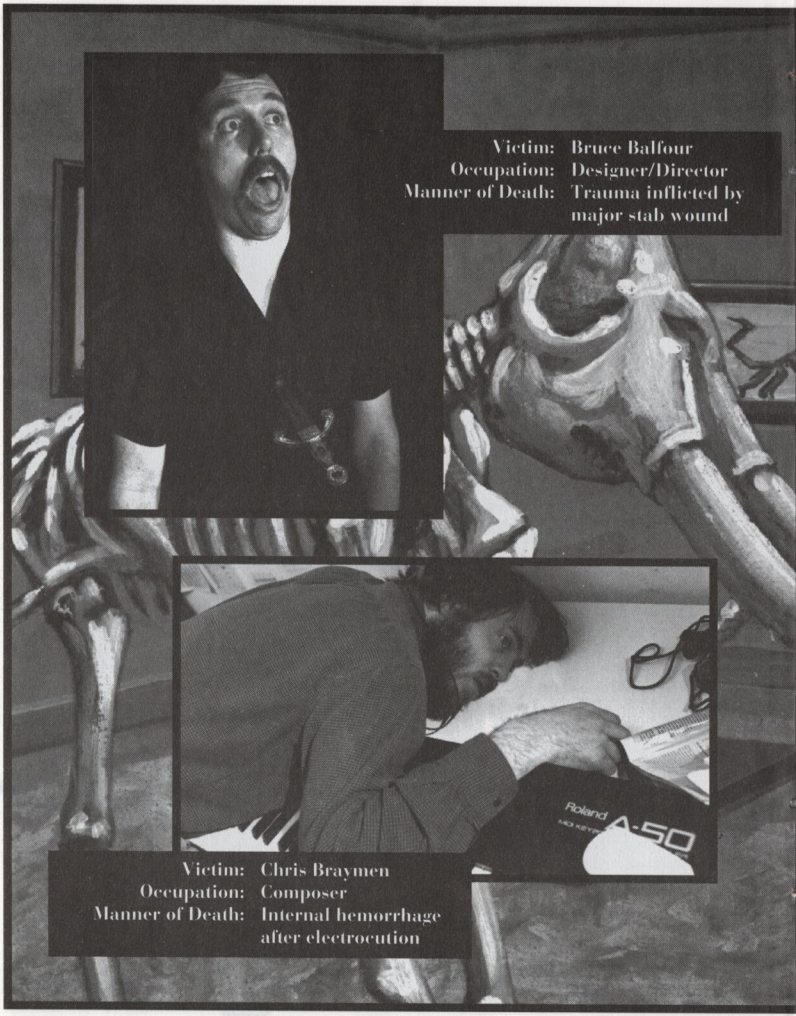
In fact, you'll need to be very familiar with the game, because we've hidden a couple clues to "Murder by Design" in **THE DAGGER OF AMON RA**.

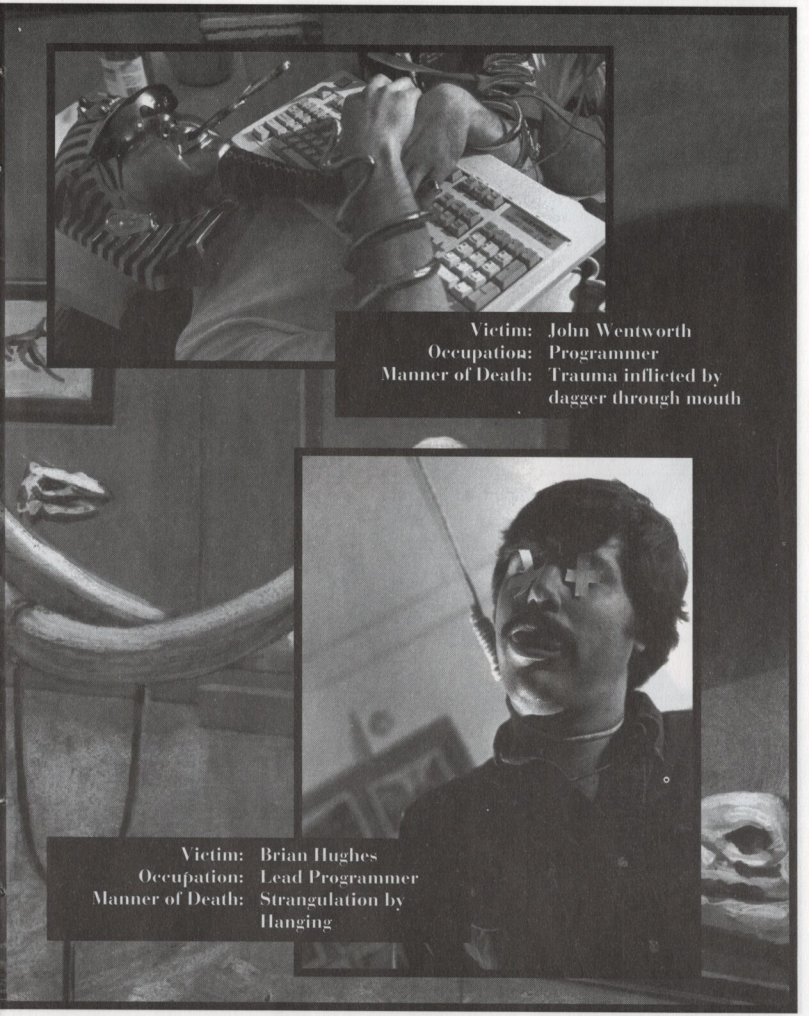
Once you think you've got a handle on the situation, try to solve the crossword puzzle elsewhere in this hintbook. Once it's completed, the puzzle will tell you not only the name of the murderer, but what possessed the murderer to commit these crimes in the first place!

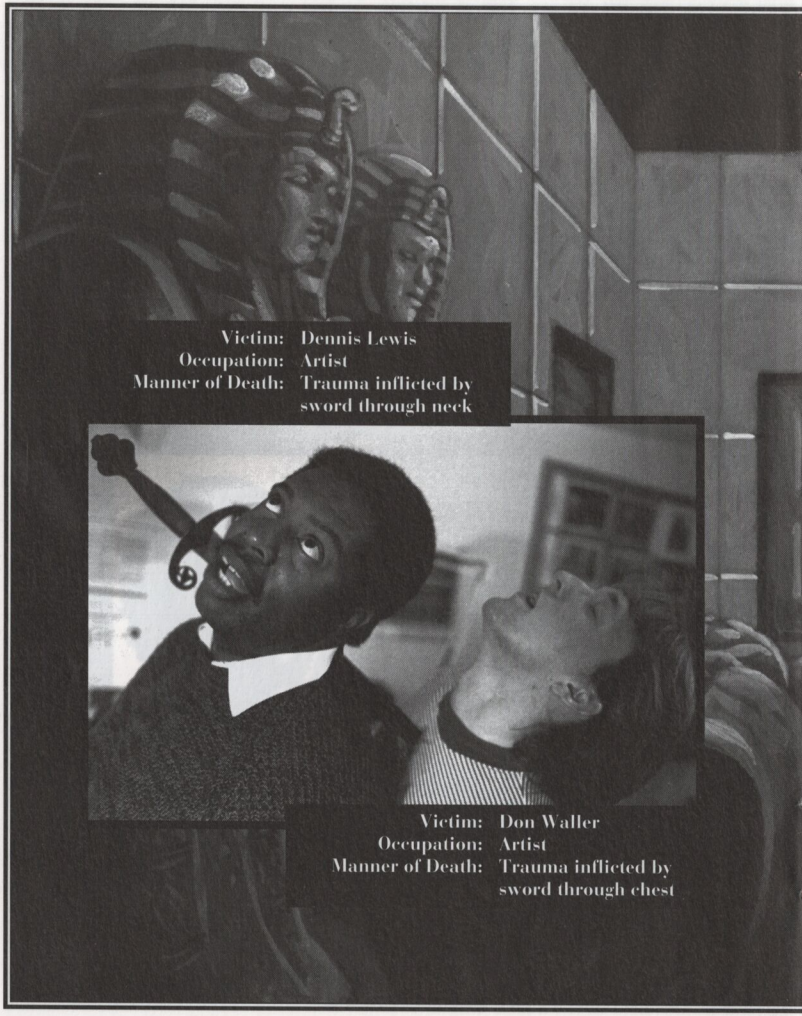
Good luck. Don't panic, don't lose your nerve, don't be put off by the graphic scenes of devastation on the following pages. Should you decide that "Murder By Design" is just too tough, you'll find the solution in the back of the hintbook, on page 81. Remember...we're counting on you, because until this nasty little mystery is solved, the fate of the next Laura Bow mystery hangs in the balance.


Victim: Josh Mandel
Occupation: Writer
Manner of Death: Asphyxiated with lava lamp, bitten by spider
Victim: Lorelei Shannon
Occupation: Writer
Manner of Death: Eaten by rats


SIERRA
Victim: Steve Conrad
Occupation: Programmer
Manner of Death: Mummification
Victim: Kim Bowdish
Occupation: Programmer
Manner of Death: Trauma to head by blunt instrument

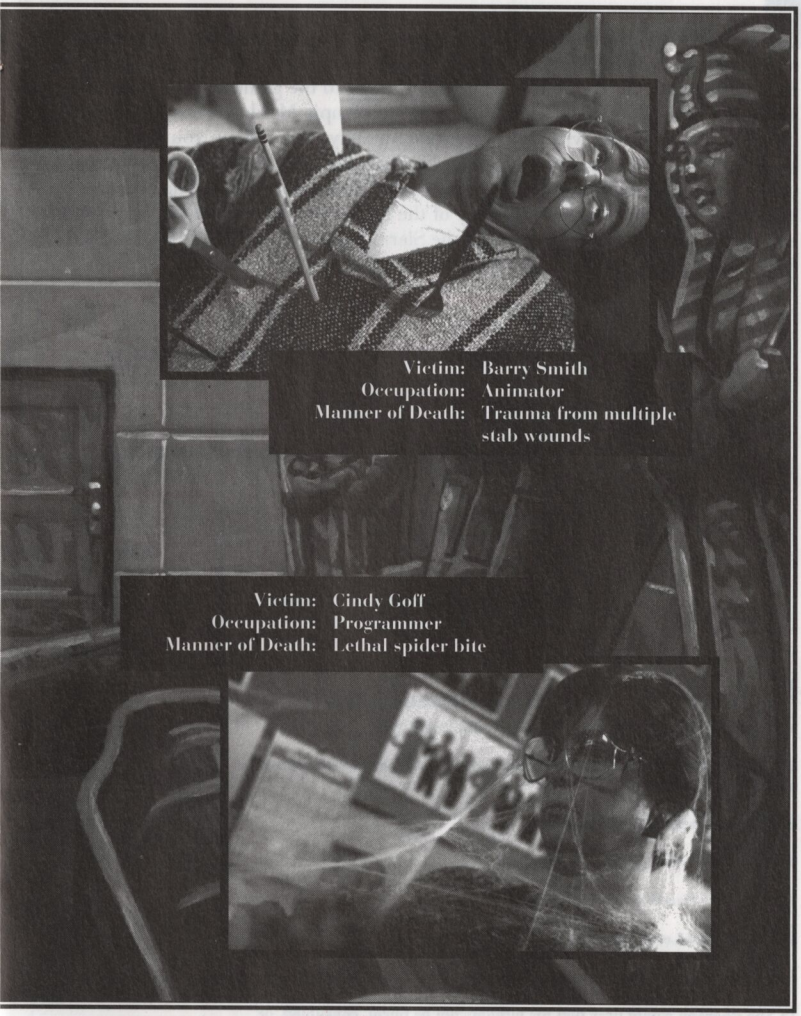

Victim: Bruce Balfour
Occupation: Designer/Director
Manner of Death: Trauma inflicted by major stab wound
Roland
A-50
Victim: Chris Braymen
Occupation: Composer
Manner of Death: Internal hemorrhage after electrocution


Victim: John Wentworth
Occupation: Programmer
Manner of Death: Trauma inflicted by dagger through mouth
Victim: Brian Hughes
Occupation: Lead Programmer
Manner of Death: Strangulation by Hanging



Victim: Dennis Lewis
Occupation: Artist
Manner of Death: Trauma inflicted by sword through neck

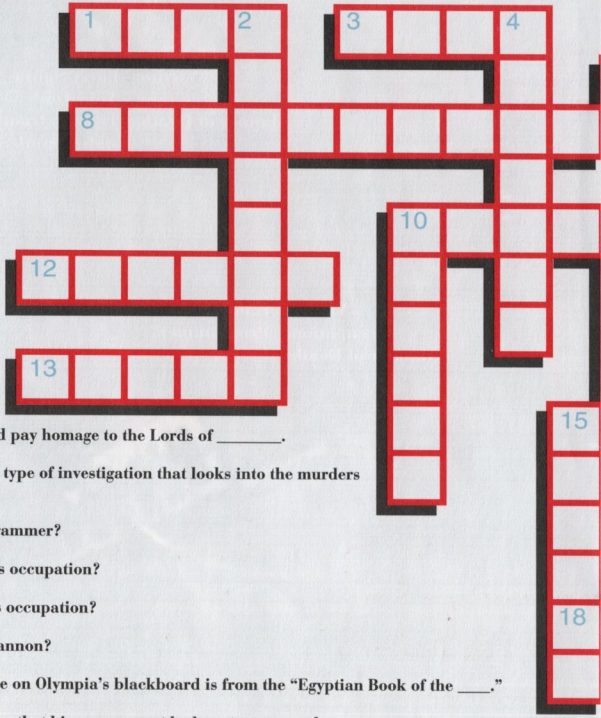
Victim: Don Waller
Occupation: Artist
Manner of Death: Trauma inflicted by sword through chest



Victim: Barry Smith
Occupation: Animator
Manner of Death: Trauma from multiple stab wounds

Victim: Cindy Goff
Occupation: Programmer
Manner of Death: Lethal spider bite

The following crossword puzzle questions deal with the ghastly murders that wiped out the LAURA BOW team at Sierra On-Line. Some of the questions refer to clues found in this hintbook, while others refer to the game itself. Within the game, for example, you will find the office of Olympia Myklos, whose blackboard contains a long phrase written in Egyptian hieroglyphics. When you have translated this hieroglyphic phrase into English, you will have deciphered some of the answers to questions in this crossword. Once this crossword has been completed, you will learn the identity of the Sierra murderer (#4 DOWN), as well as what possessed that person to kill the Sierra employees (THREE WORDS IN #10 ACROSS). Good luck, and let justice be your guide.



D O W N

2 The dead Pharaoh would pay homage to the Lords of _____.

5 What would you call the type of investigation that looks into the murders of the Sierra staff?

6 Who was the Lead Programmer?

9 What was Steve Conrad's occupation?

10 What was Don Waller's occupation?

11 What killed Lorelei Shannon?

14 The hieroglyphic phrase on Olympia's blackboard is from the "Egyptian Book of the ____."

15 The Pharaoh would pray that his mummy not be burnt, consumed, or _____.

ACROSS

1 Which lake does Ra sail over?

3 What's the room you enter without leaving?

7 What was the murder weapon used on Dennis Lewis?

8 Where does Ra sail across the lake?

10 A hieroglyph was found with each of the murdered Sierra staff members. Translated and sorted into their proper order, they spell out the reason for the murders, as well as he guiding force behind the murderer. What are these three words?

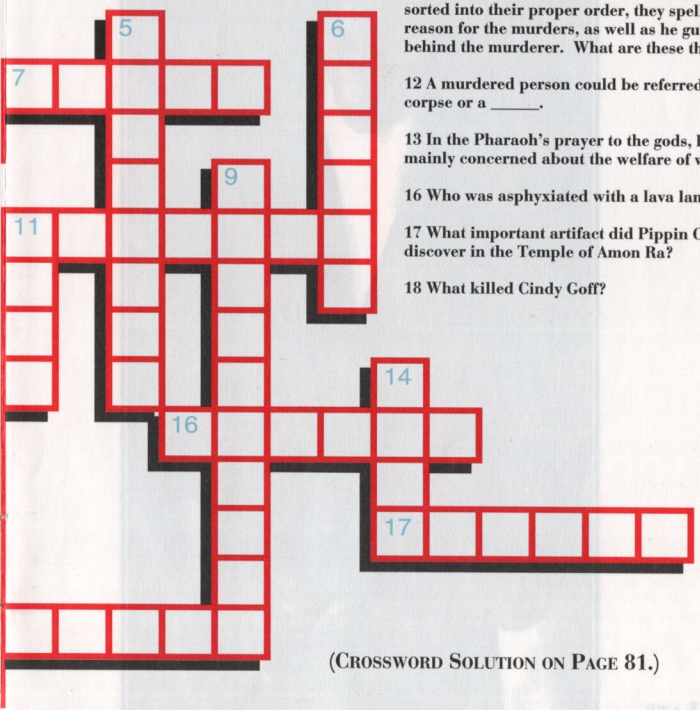
12 A murdered person could be referred to as a corpse or a _____.

13 In the Pharaoh's prayer to the gods, he was mainly concerned about the welfare of what?

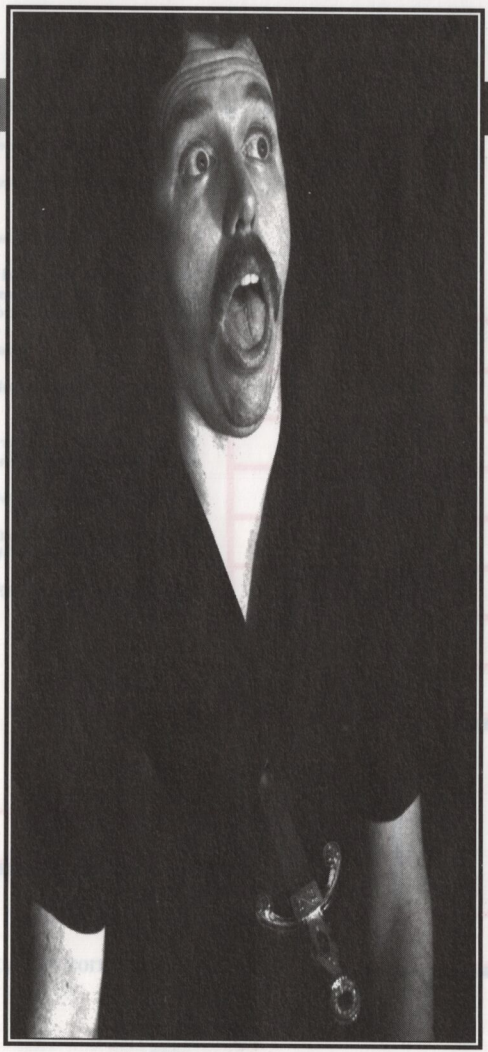
16 Who was asphyxiated with a lava lamp?

17 What important artifact did Pippin Carter discover in the Temple of Amon Ra?

18 What killed Cindy Goff?



(CROSSWORD SOLUTION ON PAGE 81.)



The Late
Bruce Balfour

HOMICIDE INVESTIGATION TIPS

(The following is excerpted from Laura Bow's textbook, "The Fine Art of Criminology," by Boris Lotus, Ph.D.)

The extent of a homicide investigation will be determined by the type of death being investigated. Whether a death can actually be termed a homicide may not be known until the trial, so a thorough investigation must be performed in every case.

Unless the case is very cold and the body is in such a state of decomposition that you are positive there is no chance of life, the first and most important step is to approach the body. Be sure not to destroy any evidence.

EXAMINATION OF THE VICTIM

First, determine if the victim is dead. If any sign of life exists, take immediate steps to save that life if possible. Also be aware that a victim who regains consciousness for even a moment can supply valuable information about his condition.

In some cases, the cause of death can be deceptively easy to deduce from the nature of the wounds or the condition of the body. In other cases, where a blow to the head may seem to be the cause of death, the victim may, in fact, have been poisoned. This is something that will have to be determined by the coroner's post-mortem (autopsy) examination, although subtle clues on the corpse may become apparent to the diligent person who discovers the body.

Pay particular attention to the types and locations of wounds, as well as the presence or absence of weapons which could have been used to cause death. The relative location and position of the body in relation to the instrument of death and all other physical features of the scene are of the utmost importance. A careful examination may also reveal that the body was moved after death, even though the killer may have disguised the fact.

A thorough search for evidence may determine the:

*Approximate time of death
*Exact cause of death
*Identification of blood stains
*Type and kind of weapon used
*Presence of foreign matter on clothing, in blood, etc.

Further evidence may be gathered for lab examination, such as:

*Foreign hairs and fibers
*Scrapings from victim's fingernails
*Powder burns
*Blood traces
*Tool marks
*Tire tracks
*Footprints

Areas around the crime scene must also be protected. There may be footprints, signs that objects have been dragged, blood spots, objects dislocated from the victim's body, or indications that someone tried to erase any clues.

BLOOD

The blood stain is one of the most common clues to be found at a murder scene. The victim's blood may be carried in trace amounts from the crime scene on the clothing of the murderer. If a blood stain discovered on a suspect is of the same blood group as the blood of the victim, but different from the suspect's own blood group, it gives a strong, but not conclusive, indication as to its origin.

Blood possesses a limited value for identification. Tests can show that it is human blood, and that it belongs to one of four major groups. Under favorable conditions, tests can show that the blood belongs to one of many subgroups. However, blood undergoes a rapid change with the passage of time. Clotting and drying begin almost immediately on exposure to air, which is handy for a living person with a cut, but inconvenient for the investigator when that same person has just been murdered. Blood also decomposes quickly, causing the specimen to lose its identity.

ESTABLISHING A MOTIVE

Study the conditions under which the body was found. Locate and notice the number of wounds inflicted on the victim. Attempt to reconstruct the crime based on the evidence at the scene.

The type of wounds and the way they were inflicted may suggest sadism, jealousy, or revenge. However, avoid drawing premature conclusions about the killer's motive. Follow all possible leads regardless of your theories. Conclusions and theories often suggest motives and leads, but avoid distorting facts to make them fit a theory. Instead, allow the facts to establish the theory.

How This Book Works

The whole point of playing **THE DAGGER OF AMON RA** is to investigate the mystery, uncover the subplots, solve numerous puzzles, and spend some quality time with your neglected computer. However, some puzzles may be so well hidden that you don't know where to begin. Or this may be your first experience with an adventure game. Or maybe you just enjoy reading hint books. In any case, if you feel that you've got a problem, and thoughts of revenge on the designers are lurking in the dark recesses of your mind, look through this hint book and find the question that best describes your problem. Read the associated hints, calm your mind, enjoy the game, and forget any urges you may have had regarding physical violence on Sierra employees.

Think of this book as your complete reference to **THE DAGGER OF AMON RA**. The hint answers are arranged to progress from a slight hint to a complete solution for each puzzle. In fact, an answer with a star (*) beside it will be very specific, often giving you the exact actions you need to solve the puzzle. We recommend you read only the hints you need and avoid reading the last answer of each question unless you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement of the game, not to mention feeling completely humiliated. You get the point, right? Please use this book with discretion.

NOTE TO BEGINNING ADVENTURERS

If you've never played a Sierra 3-D Animated Adventure Game, here are some tips to help get you started:

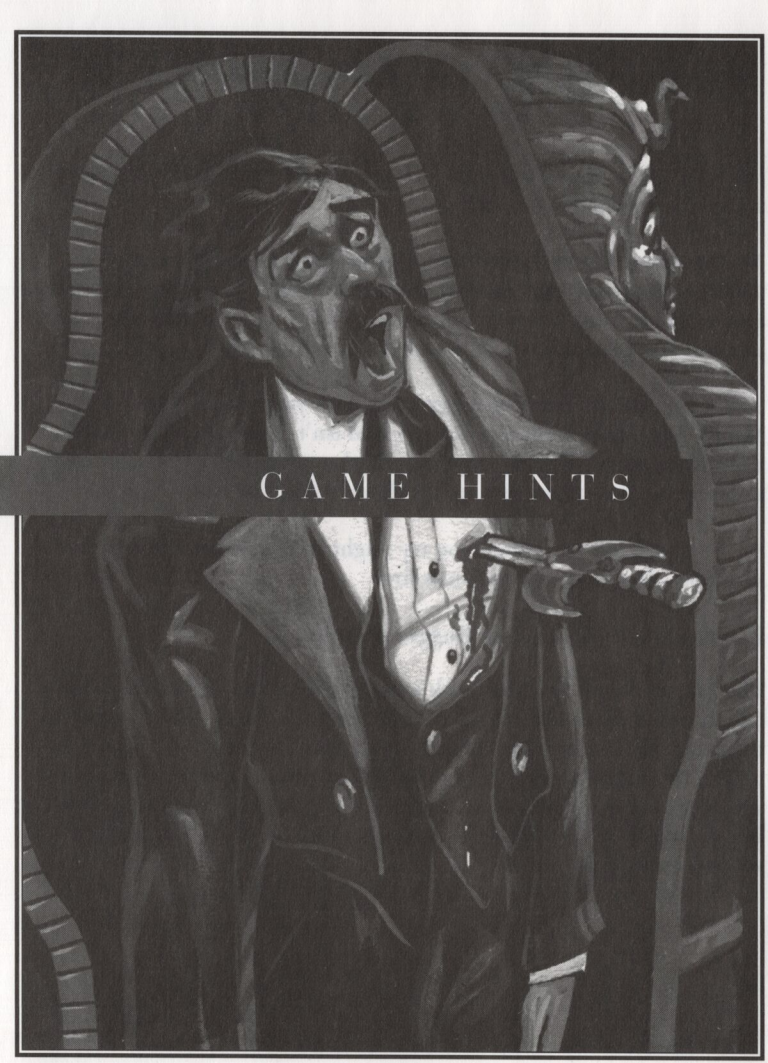
1) Remember to **save your game frequently**, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.

2) Pay attention. **Look** at everything, with your eye and your Magnifying Glass. **Talk** to everyone who isn't dead, then **Question** them some more. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.

3) Try anything. Anything you try might be the solution to a game situation. Just remember to **save** first.

If You Have Finished The Dagger of Amon Ra

The last section of this hint book entitled, ***After You've Completed the Game,*** contains an object list, a list of things you may not have tried in the game, plus some other interesting detailed information. If you've played through and want to see how to improve your score or see what you might have missed, take a look. Thank you for purchasing **THE DAGGER OF AMON RA**. We hope you have as much fun playing it as we had creating it.


GAME HINTS

General Questions

Before reading the hints here, please take a look at the game click-through in your **DAGGER OF AMON RA** game documentation.

Laura moves too fast! Laura moves too slow!

* Stop your whining! On your Icon Bar you'll find a control panel icon with a slider bar. Choose it to bring up the control panel. You'll see a slider for adjusting the animation speed. If your game still runs too slow, adjust the animation detail slider down until you find an acceptable speed and detail level.

How do I look at things, talk to people, etc.?

Check out the Icon Bar at the top of the screen (press ESC or place the mouse cursor at the very top of the screen to see the Icon Bar). These icons represent all possible game activities.

* When you choose an icon, the cursor will change to that shape. You can also click your right mouse button (or SHIFT-Click) to cycle through the cursors and the middle mouse button (or CTRL-Click) to toggle between the walk cursor and the last cursor used.

Examples:

To engage in small talk with someone, click the talk cursor (exclamation point in a word balloon) on him. (With the keyboard, position the cursor on him using your cursor keys and press ENTER.)

To look at something, click the eye cursor on it. (With the keyboard, position the cursor on it using your cursor keys and press ENTER.)

To look at something in greater detail after you have your Magnifying Glass, select the Magnifying Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory

window, then click the Magnifying Glass cursor on whatever you wish to examine. In some cases, this Magnifying Glass will actually magnify the image on your screen, but most of the time it will just give you a detailed message about significant objects.

To walk somewhere, click the walk cursor on that screen position. (With the keyboard, simply press your arrow or cursor keys to move in that direction.)

To hear conversations that may be occurring behind closed office doors, after you've picked up the Water Glass from the buffet table in the Museum Rotunda, select the Water Glass from your inventory with the arrow cursor to make it your "active" inventory item, exit the inventory window, then click the Magnifying Glass cursor on whatever you wish to examine.

To take action on something or someone, click the hand cursor on the person or thing. (With the keyboard, position the cursor on the person or thing using your cursor keys and press ENTER.) This cursor performs many different game actions. You will want to use it liberally.

I don't understand how time progresses in this game. How long is an act? How many acts are there? How do I know when an act ends?

* The game is divided into six Acts. Each act is broken down into several trigger events. Trigger events are actions you must take to make time progress in the game. As you perform each event, a clock will strike to show the passage of time. As you complete the essential events of the act, the story will progress to the next act. All events occur during a single 24-hour period.

How do I use items in my inventory?

* To use an inventory item, perform the following steps. First, select the

inventory icon from the Icon Bar. This will open your inventory screen. Next, select the item you wish to use from your inventory screen. (Your cursor will now change to the shape of the inventory item you selected.) Finally, use the inventory cursor on an item in the room.

Here's a couple of examples. Suppose in Act 1 you wanted to use the magnifying glass on the door of Lo Fat's Laundry. First, select the magnifying glass from your inventory. (Your cursor will change to the shape of the magnifying glass.) Now use the magnifying glass on Lo Fat's door to learn some new information about the door. Or, suppose in Act 2 you wanted to use the water glass to eavesdrop through a closed door. Select the water glass from inventory. (Your cursor will change to the shape of the water glass.) Use the water glass cursor on the locked door. If someone is talking in the office, Laura will then listen in on the private conversation taking place behind the locked door.

How do I use my notebook?

* Simply select the question mark cursor from your Icon Bar and click it on the person you wish to interrogate. Your open notebook will appear in the center of the screen. Use your hand cursor to select a subject to ask that person about. When a subject is selected, it will be highlighted in red. To confirm your choice, use the Exit cursor on the notebook to leave, Laura will then ask the question.

For example, to ask Crodfoller Rhubarb about the burglary at the Leyendecker Museum, follow these steps:

a) Select the question mark in the word balloon from your Icon Bar,
b) Select the Misc. category from your open notebook,
c) Select Burglary on the Misc. category page
d) Finally, select Exit by cycling through the cursors.

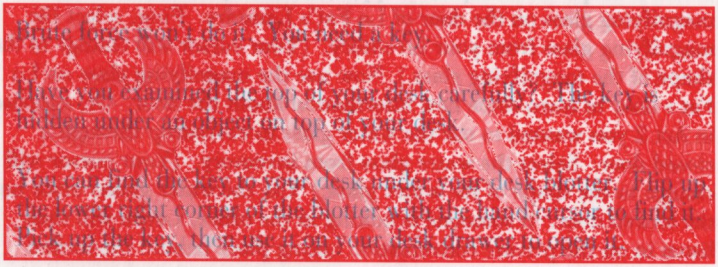
Laura will now ask Crodfoller about the dagger burglary.

Act One

Laura Bow: A Nose for News

I'm in the news room at my desk. How do I open the drawer?

-
-
- *



What am I supposed to be doing at my desk?

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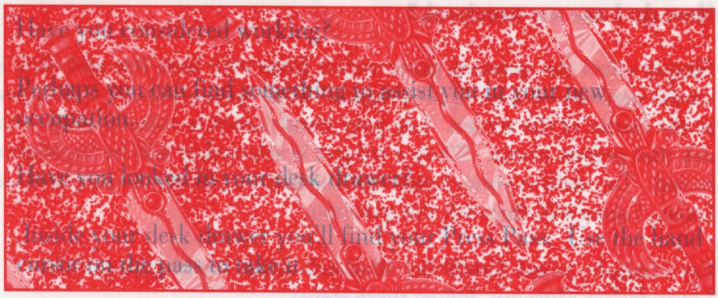
-
-
- *



I'm pretty comfortable at my desk now. I feel like I could win a Pulitzer Prize for Journalism if I knew what to do next. Is there anything else I should take a look at?

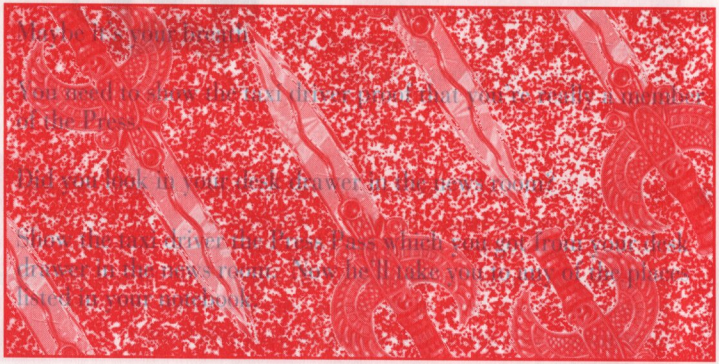
-

This Crodfoller character sure is a wealth of information. What kinds of things should I be asking him?

DR. ARCHIBALD CARRINGTON III

I've left the news room to research the story about the burglary. How do I get around in the big city?

I tried to catch a taxi cab but the cab driver just threw me out. What am I doing wrong?



I'm in the taxi cab. How do I give the driver directions?

- [illegible]
- [illegible]
- * [illegible]

Is there anything else I can do inside the taxi while we're on our way to our destination?

- [illegible]
- [illegible]
- [illegible]
- [illegible]
- * [illegible]

I tried to walk across the street to the Police Station and got hit by a car. What's going on here?

- [illegible]

- [redacted]

*

I'm outside the Police Station and I've spotted a drunk lying on the sidewalk. Is there anything I can do for him?

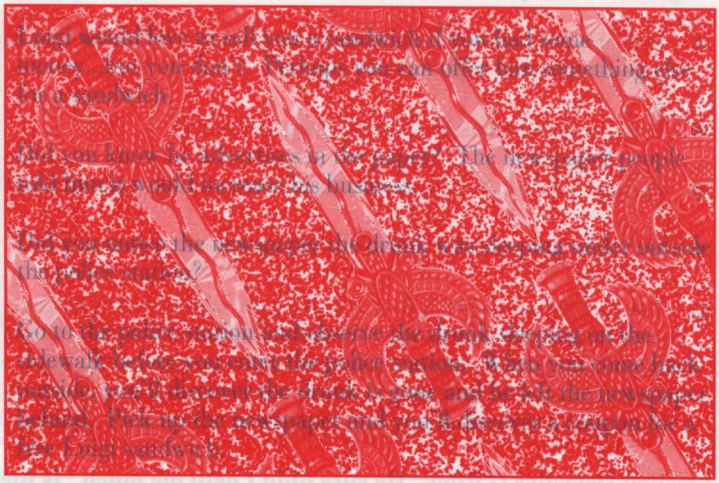
- [redacted]

- [redacted]

*

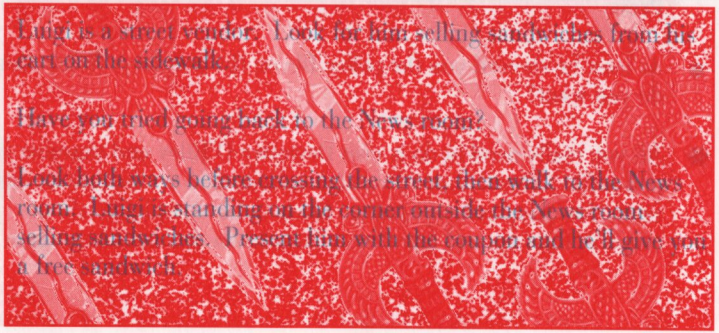
COUNTESS LAVINIA WALDORF-CARLTON

Luigi's corned beef sandwiches sure look good. How can I buy one?



- [illegible]
- [illegible]
- [illegible]
- * [illegible]

I found a coupon for a free Luigi's sandwich in a newspaper outside the Police Station. Where is Luigi and how do I get my free sandwich?



- [illegible]
- [illegible]
- * [illegible]

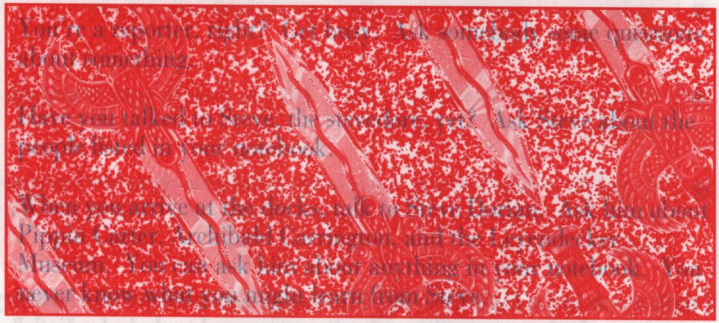
I went to the police station and the desk sergeant ignored me. What's his problem? Is there anything I can do to make the desk sergeant warm up to me?

-
-
-
-
- *

I visited Detective O'Riley. He sure didn't help me much. Is there something more I can do to get his cooperation?

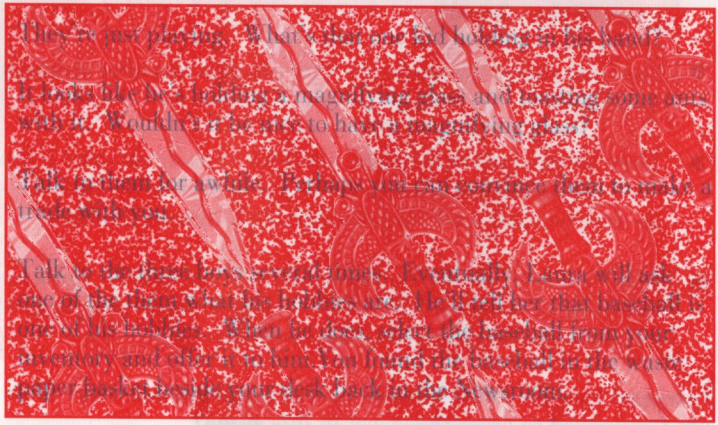
-
-
- *

I took a taxi to the 12th Street Docks. What now?



- [redacted]
- [redacted]
- [redacted]

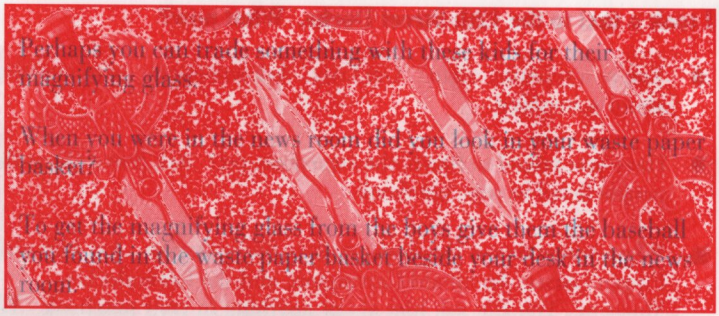
I'm outside Lo Fat's Laundry. What are those kids doing on the sidewalk?



- [redacted]
- [redacted]
- [redacted]
- [redacted]

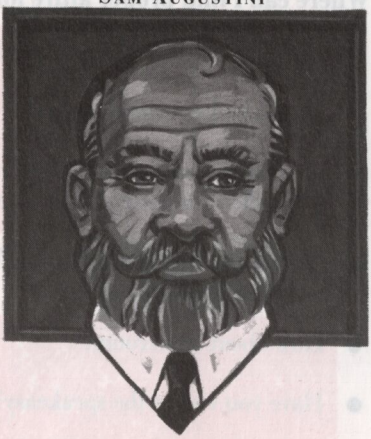
Those kids sure have a nice magnifying glass. Where can I get one like that?

- [redacted]



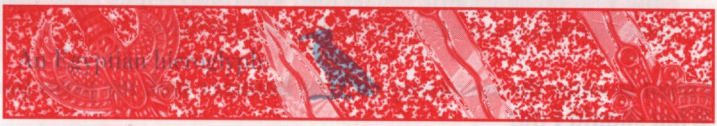
I took a cab to Lo Fat's Laundry but Laura doesn't have any laundry to pick up. Is there something else I'm supposed to do in Lo Fat's?

I stepped into the street outside Lo Fat's and got run over. How am I supposed to cross the street in this game?

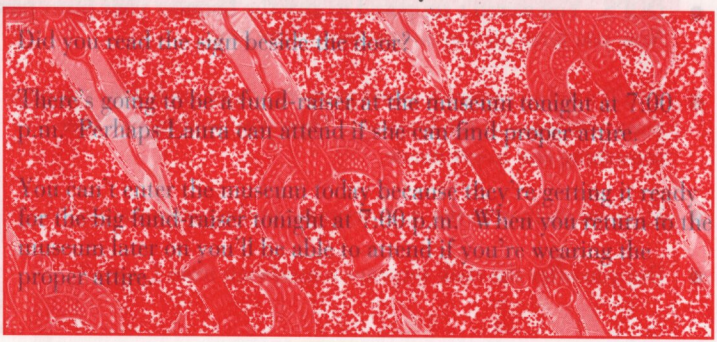


SAM AUGUSTINI

What unusual piece of evidence was found on Brian Hughes' corpse?



The cabbie took me to the museum. Why is it locked?



Where can I find proper attire for the fund-raiser at the museum?

- [illegible]
- [illegible]
- [illegible]

I found an evening gown for the fund-raiser at the museum. Now where can I change?

- [illegible]
- [illegible]
- [illegible]

I tried to enter the speakeasy and the bouncer took my press pass! What should I do?

- [illegible]
- [illegible]
- [illegible]
- [illegible]

*

I tried to get into the speakeasy, but I don't have a password. Where do I get a password?

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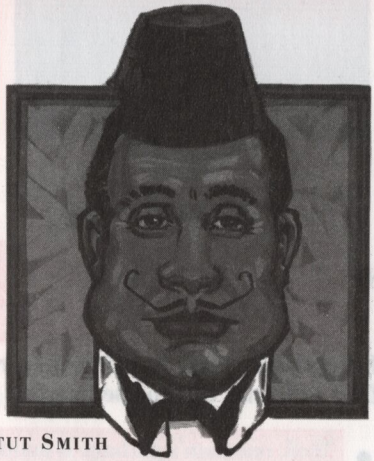
-
*

I'm inside the speakeasy. Who am I looking for?

-



DR. PTAHSHEPTUT SMITH

• [illegible]

* [illegible]

How do I get Ziggy to talk to me?

• [illegible]

WOLF HEIMLICH

• [illegible]

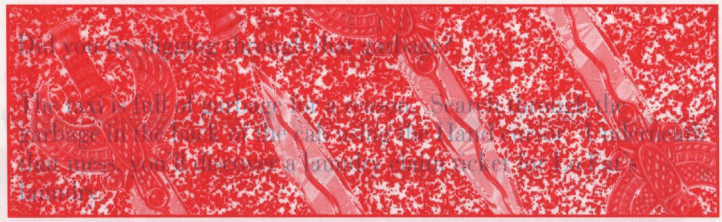
* [illegible]

What unusual piece of evidence was found on Barry Smith's corpse?

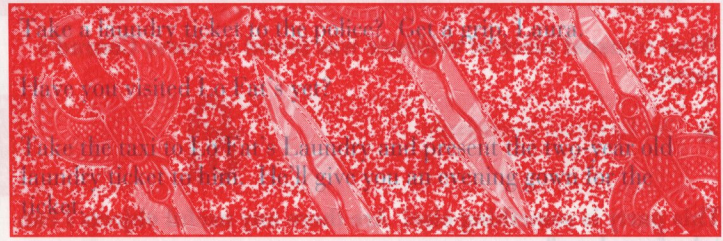
* [illegible]

I just climbed into a taxi that's a real pig-sty! Couldn't you guys find a cleaner taxi to use for your game?

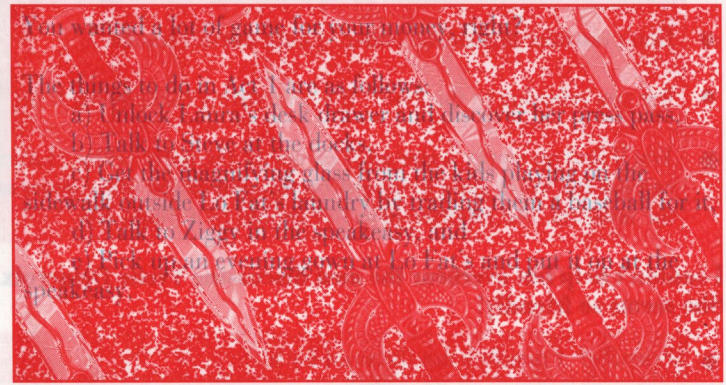
• [illegible]



I found a two-year-old laundry ticket in one of the taxis! Should I take this to the police?



How come Act 1 never seems to end? Have I missed something?



Act Two

Suspects on Parade

Why won't Heimlich won't let me in to the museum fund-raiser?

- [redacted]
- * [redacted]

What unusual piece of evidence was found on Steve Conrad's corpse?

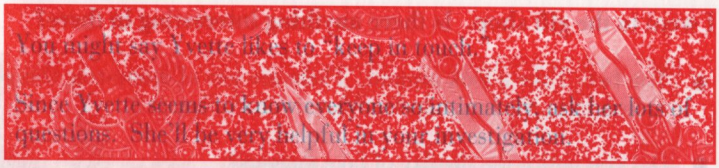
- * [redacted]

This party is something else! Are there any useful objects I can take from here?

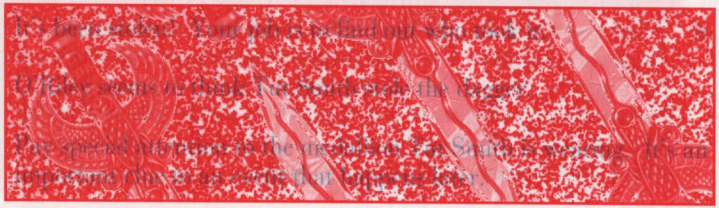
- [redacted]
- [redacted]
- [redacted]
- * [redacted]

I couldn't help but overhear the men discussing Yvette Delacroix. She seems so friendly!

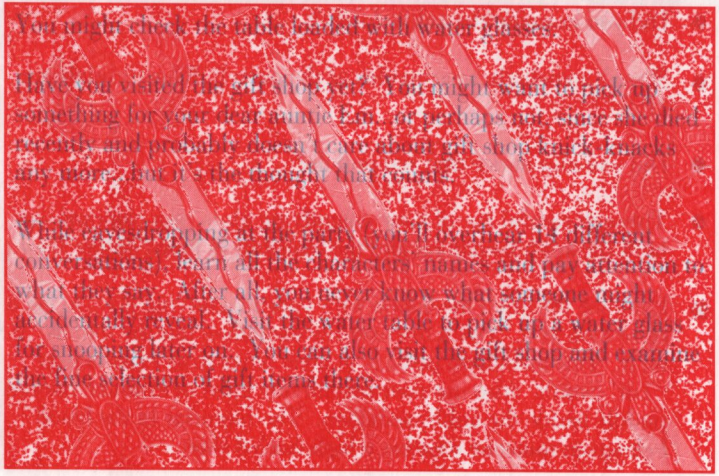
- [redacted]



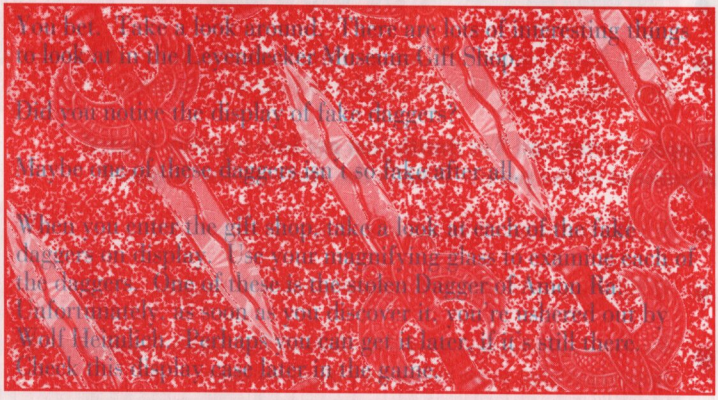
Pippin Carter and Tut Smith just got into a pretty heated argument at the party. What's the story on the Dagger?



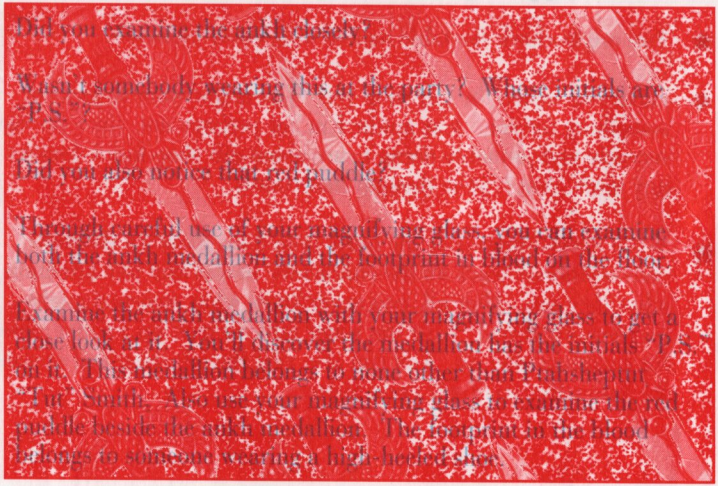
I've listened to all the conversations at the party, but nothing new seems to be happening. Is there anything else to do at this party?



I went to the gift shop. Is there anything interesting in there?

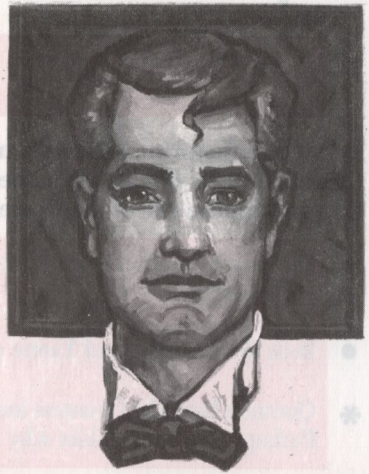


I found an ankh medallion beside the mummy's case in the Egyptian Exhibit room. Can you tell me anything about this?



Most foul! I just found Pippin Carter murdered in the Egyptian room! What should I do?

STEVE DORIAN



- [illegible]

* [illegible]

I found a notepad on Pippin Carter, but there's nothing written in it. Is this notepad useful?

- [illegible]

* [illegible]

What unusual piece of evidence was found on Dennis Lewis' corpse?

*

I noticed a footprint beside the mummy's case containing Pippin Carter. It looks like it was made by a woman's high-heeled shoe. Do you suppose one of the women did it?

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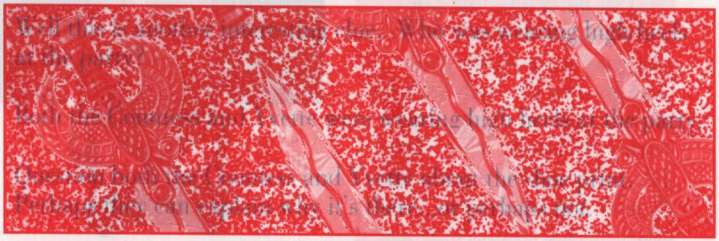
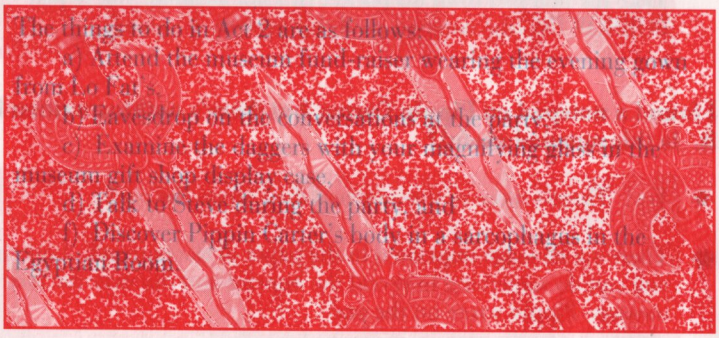


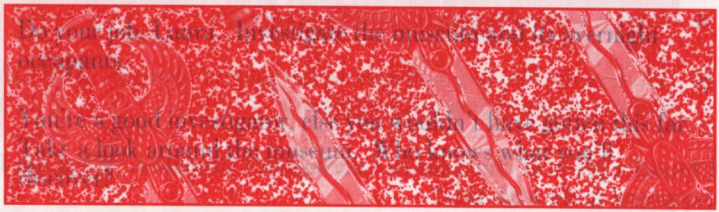
I'm just wandering around the museum. How come Act 2 will never end? Have I missed something?

*

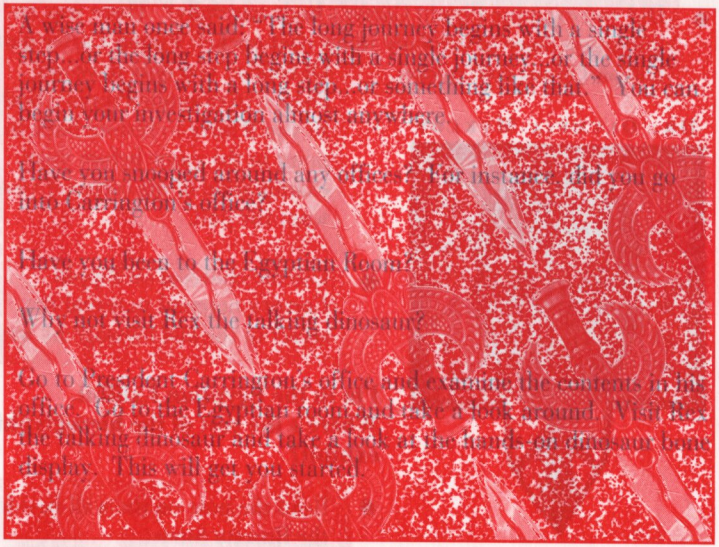


Act Three
On the Cutting Edge

I'm locked in the museum because Ernie lost the key. Now what should I do?



I'm wandering around this museum. It sure is big! Where are some good places to snoop around?



I'm in Dr. Carrington's office and I didn't see anything unusual or helpful. Is there anything I've overlooked?

- [redacted]
- [redacted]
- [redacted]

I found a piece of charcoal in Carrington's fireplace. What am I supposed to do with this?

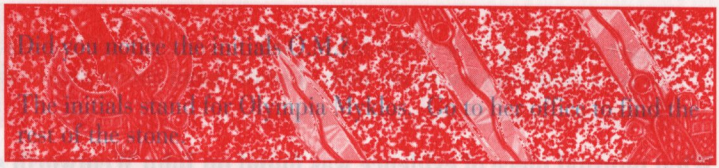
- [redacted]
- [redacted]

DR. OLYMPIA MYKLOS

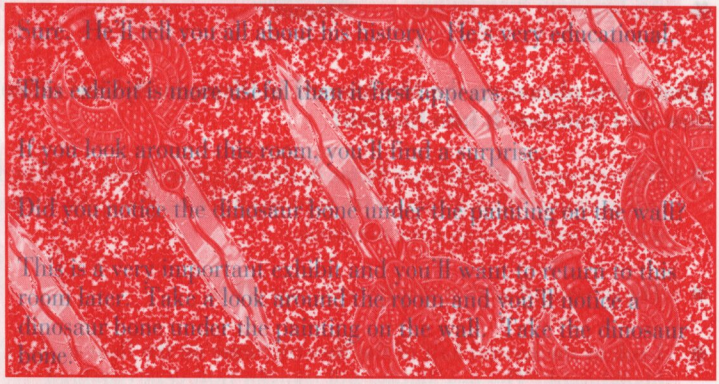
- [redacted]

I'm in the Egyptian Exhibit. Where's the rest of the hieroglyphics exhibit?

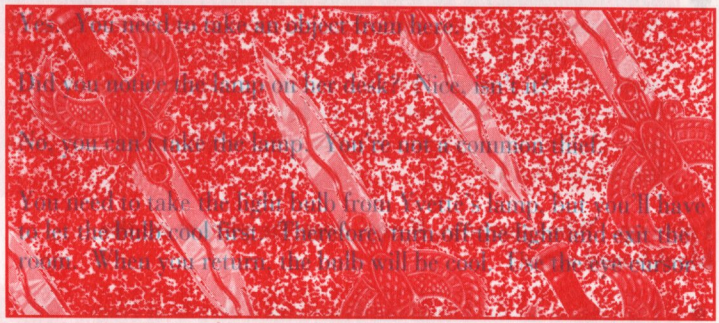
- [redacted]

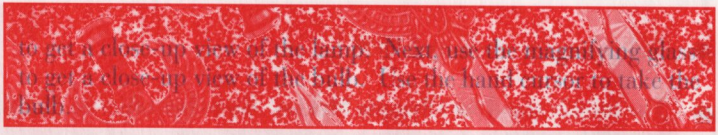


Wow! I just discovered Rex the talking dinosaur! Does he serve any real purpose in this game?



I'm in Yvette's office. Is there anything useful in here?





What unusual piece of evidence was found on John Wentworth's corpse?

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What's this phrase on the blackboard in Olympia Myklos' office? How do I translate it into English?

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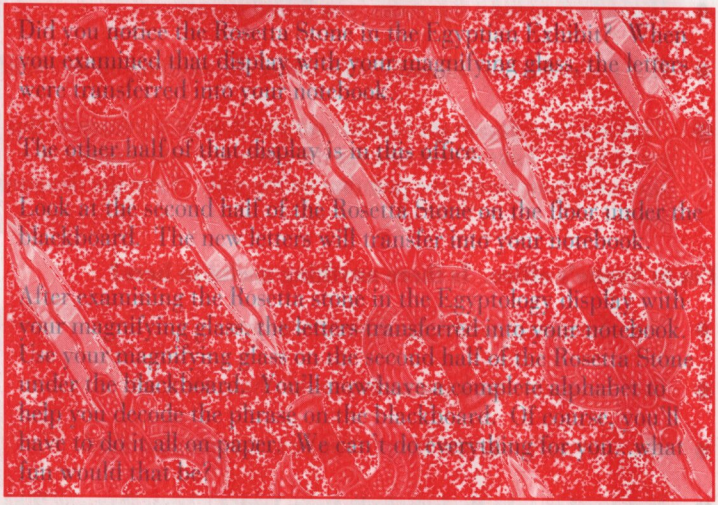
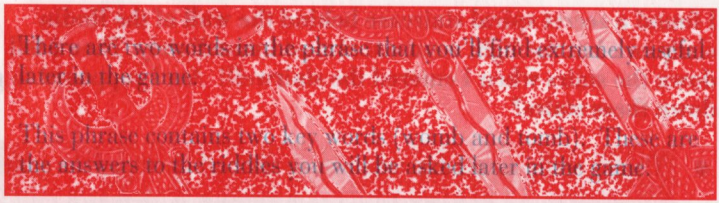


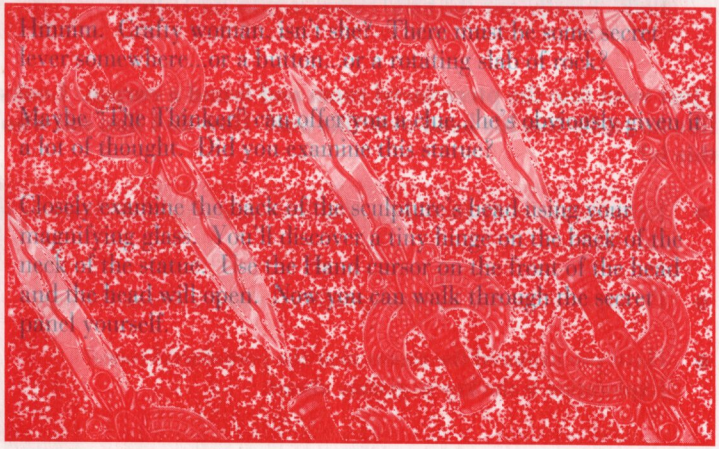
I give up. What purpose, if any, does the phrase on the blackboard serve?

-

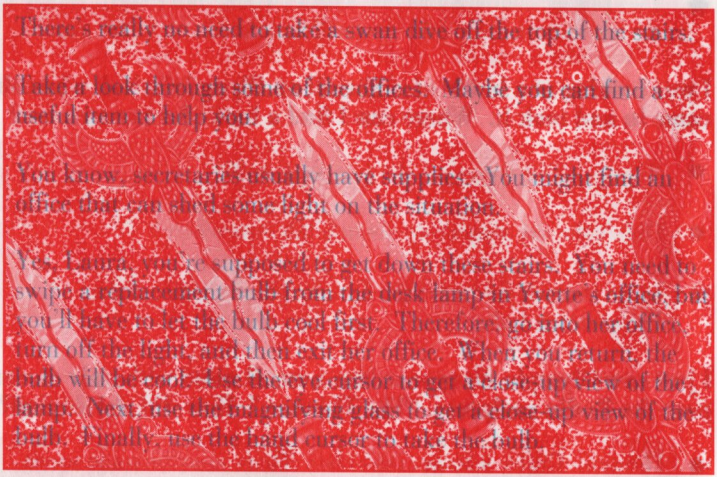


I was looking at a bottle of snake oil on Olympia's desk when she came in and took it. Where can I find a bottle for my own use?

I just saw Olympia disappear into a small room with only one exit near the Rodin sculpture, "The Thinker." How did she do that?

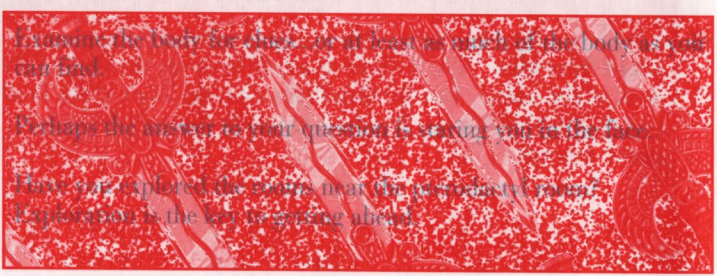


I found a secret spiral staircase behind the wall of the Rodin sculpture but the light went out almost immediately. Then I fell down the stairs when I entered the stairwell! Am I supposed to get down these stairs?



- [illegible]
- [illegible]
- [illegible]
- [illegible]

I just went into the pterodactyl room and found a corpse. Looks like he really lost his head over this one! How do I find out who this is?



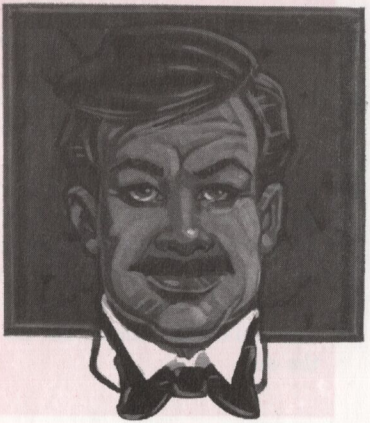
- [illegible]
- [illegible]
- [illegible]

* [redacted]

I found some crumpled carbon paper in the trash can in Yvette's Office. Is there anything I can do with this?

- [redacted]
- [redacted]
- [redacted]
- [redacted]

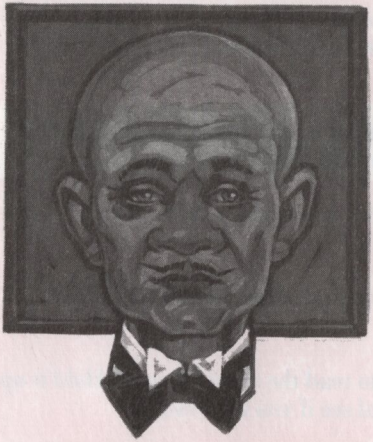
Det. Ryan Hanrahan O'Riley



Whoa, the late "President Carrington" is draped over a porcupine in his office. What can I learn from the letters "C" and "P" written in blood on the desk?

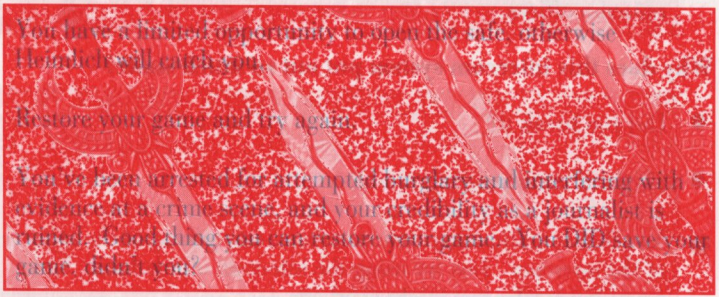
- [redacted]

LAWRENCE "ZIGGY" ZIEGFELD

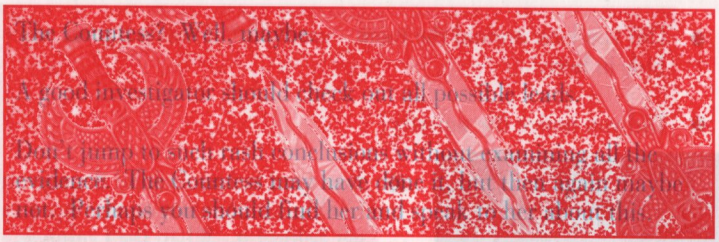


I discovered a wall safe in Carrington's office behind the painting of former President Sterling Waldorf-Carlton. Now where's the combination?

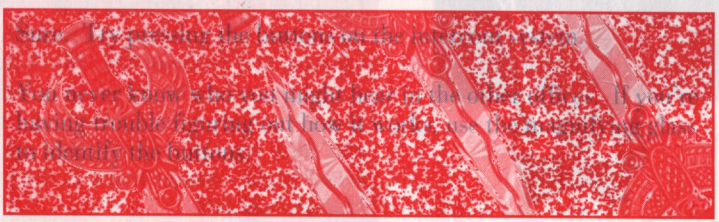
Hey. I tried to open the safe in Carrington's office and Heimlich arrested me. Now what?



I opened the safe in Carrington's office and found the diary of Sterling Waldorf-Carlton. Now I've got it all figured out. The Countess has gone on a murdering rampage, right?



The newfangled intercom system on Carrington's desk is pretty cool. Can I make use of it?



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Why does this intercom system put out so much static?

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I'm in the Medieval Armor room to spy on the Countess' meeting. Where can I hide?

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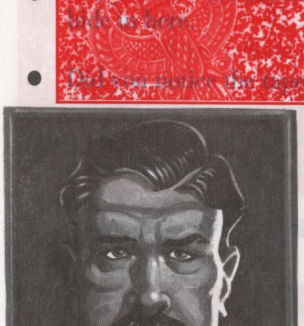
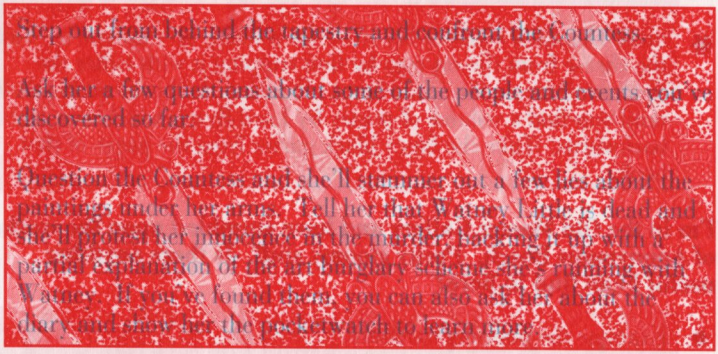


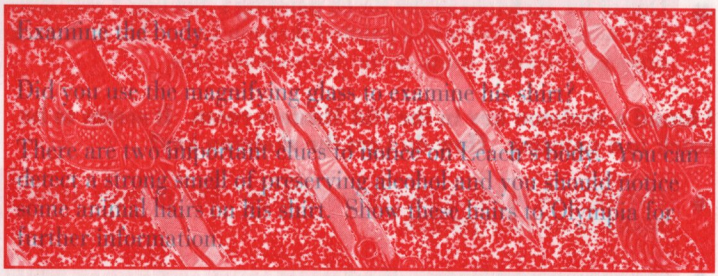
DR. PIPPIN CARTER

I'm hiding in the Medieval Armor room and the Countess has arrived with two freshly-painted "Old Master" paintings under her arm. What's the story?



- [redacted]
- [redacted]
- [redacted]

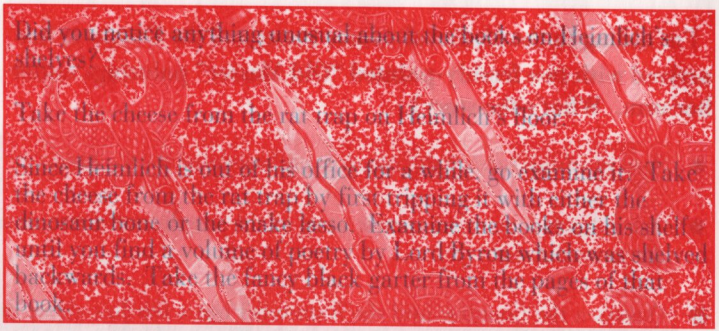
I went into the mastodon exhibit and discovered Ernie's dead body on top of a mastodon skeleton's curved tusks! What should I do?



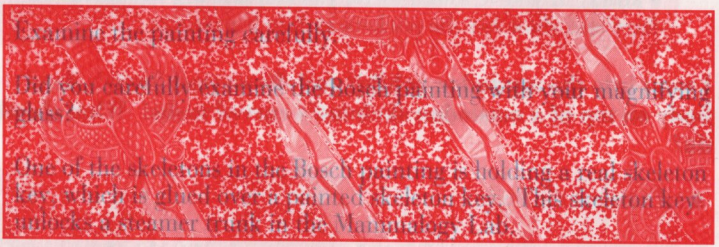
- [redacted]
- [redacted]
- [redacted]

I talked to O'Riley and Heimlich. Now I'm afraid I've become a suspect. What should I do?

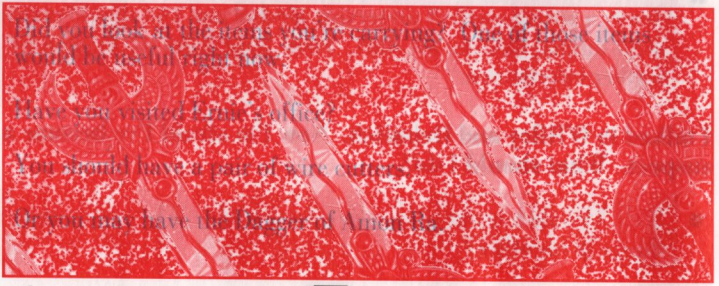
- [redacted]



I'm in the Old Master Gallery and have stumbled upon the works of Anonymous Bosch. Pretty gloomy stuff. Is there anything useful I can find in here?



I found a skeleton key in the Old Masters room. It seems to be stuck to a painting. How do I get the skeleton key?



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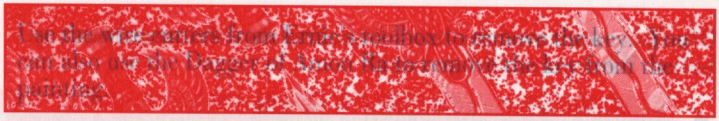
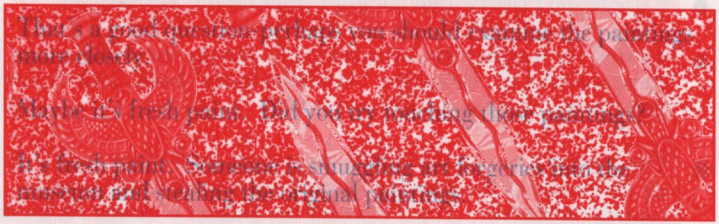
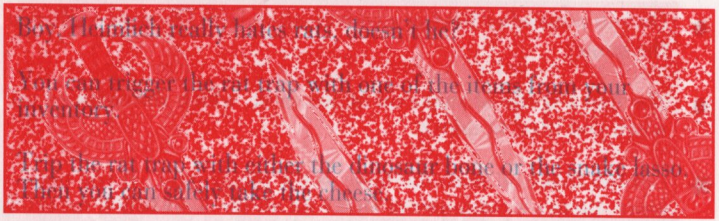


Why do some of the paintings have such a strong smell?



I tried to take the cheese from the rat trap in Heimlich's office. What a mistake! Is there any way to take the cheese without getting killed?



I found a black garter in the pages of one of the books on Heimlich's shelves. What does this mean?

Olympia confirmed the hairs from Ernie's shirt were warthog hairs. Where should I go next?

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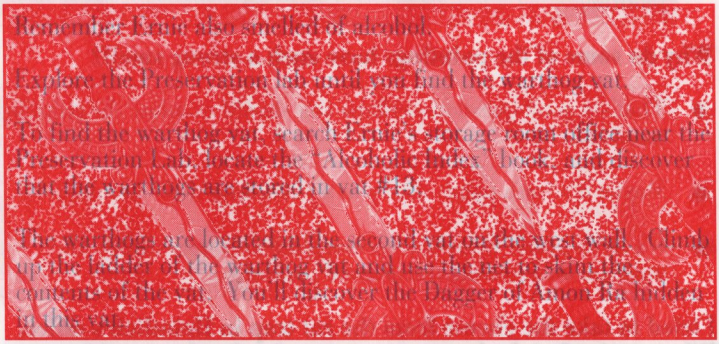

I'm in the Preservation Lab. What can I pick up in here?

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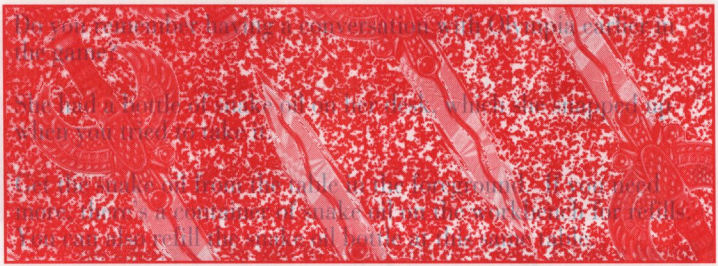

I'm in the Mammalogy Lab and the ferret seems to be attracted to that steamer trunk. How do I open that trunk?

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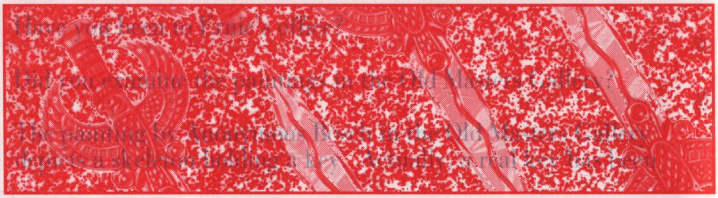
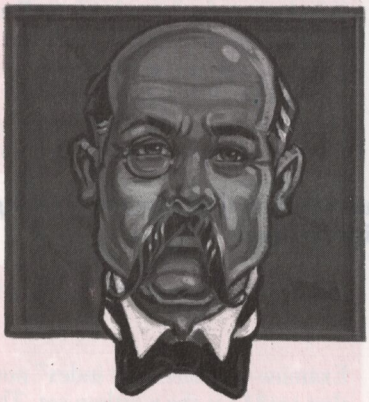
- *



When I opened the steamer trunk in the Mammalogy Lab, a bunch of beetles came out of the trunk and ate me! Am I supposed to open this trunk?

- [redacted]
- [redacted]
- * [redacted]

RALPH PULITZER



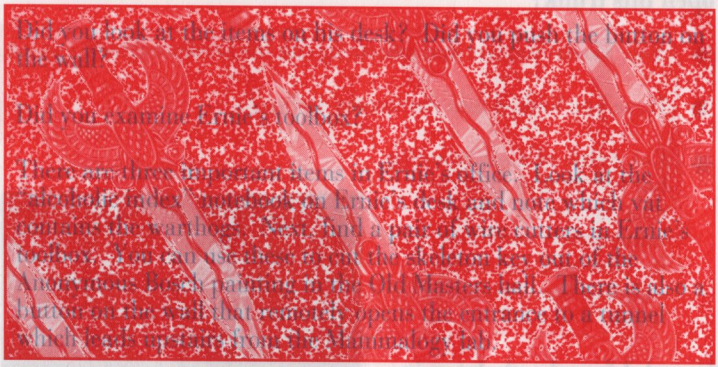
Gross! I found a skeleton in the steamer trunk. Who was this?

- [redacted]
- [redacted]
- * [redacted]

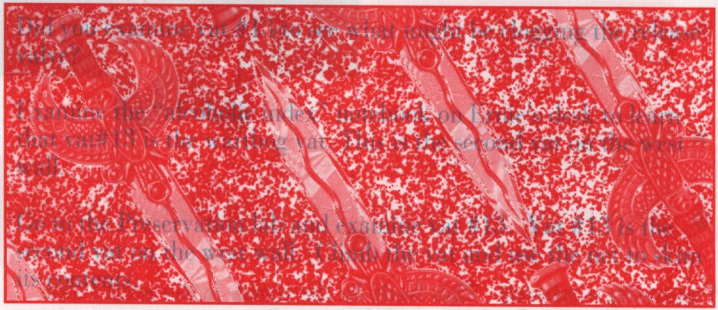
I'm really confused. This body in the trunk is the man I saw murdered in the beginning of the game?

* [redacted]

I'm in Ernie's office near the Preservation Lab. What kinds of things should I be looking for in here?

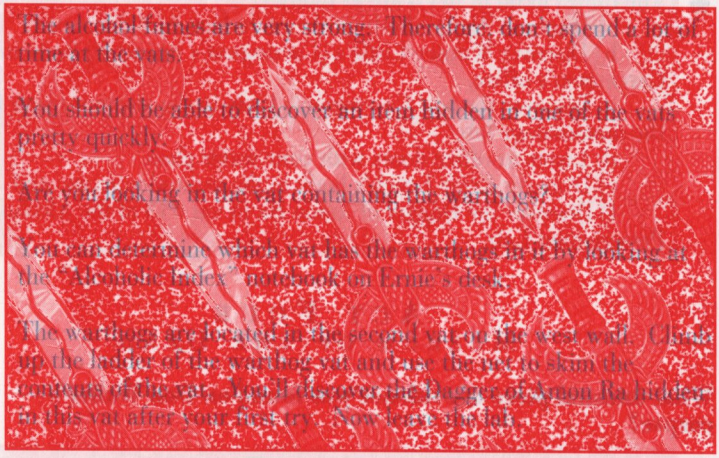


I just overheard an intercom message in Ernie's office. What's going on here?

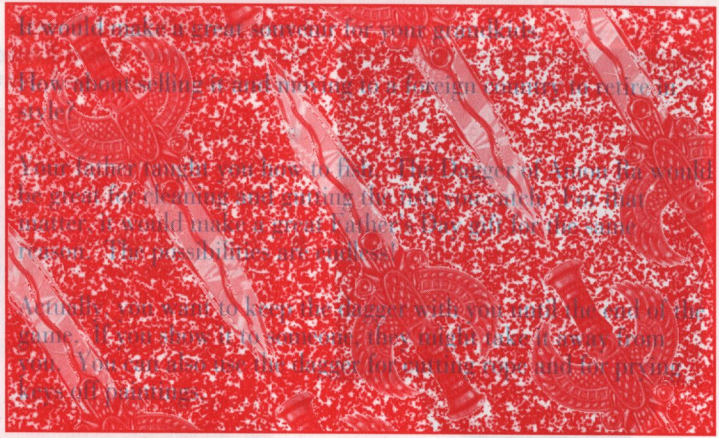


What unusual piece of evidence was found on Josh Mandel's corpse?

I'm using a net to skim the contents of one of the alcohol vats, but Laura keeps passing out. What am I doing wrong?



I have the real Dagger of Amon Ra. What should I do with it?



How come Act 3 will never end? Have I missed something?

*

ACT FOUR
MUSEUM OF THE DEAD

What unusual piece of evidence was found on Don Waller's corpse?

*

YVETTE DELACROIX

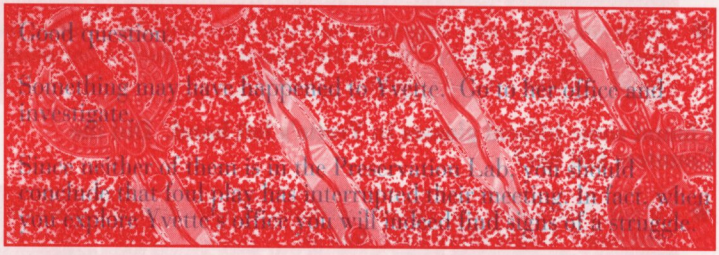
I was just talking to Yvette. She's real upset about Ernie. What conclusions can I draw?

-
-
- *

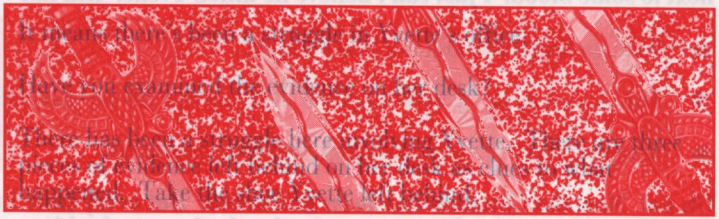
Steve just told me about the paintings in the Old Master Gallery.

*

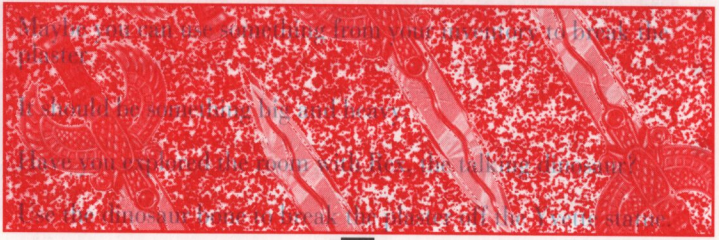
I went to the Preservation Lab to eavesdrop on a meeting between Yvette and Heimlich. Where are they?



It looks like there's been a struggle in Yvette's office. What does this mean?

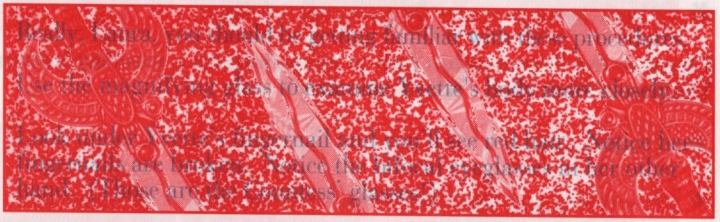


Oh no! I think I discovered Yvette's dead body encased in plaster. How do I get to it to examine it?



Okay, I've broken the plaster off Yvette's body. What evidence can I gather here?

- [redacted]
- [redacted]
- * [redacted]

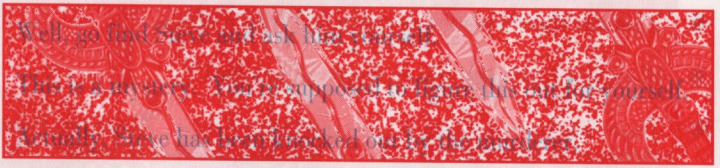


I found some bifocal glasses in Yvette's left hand. Did the Countess kill her?

- * [redacted]

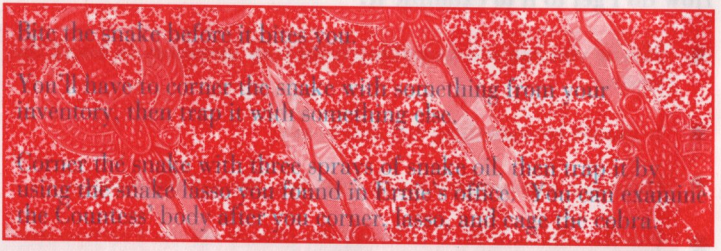
I've just discovered one of Steve's boots in the Medieval Armor room next to some blood. I just can't believe he killed Yvette. Did he?

- [redacted]
- [redacted]
- * [redacted]



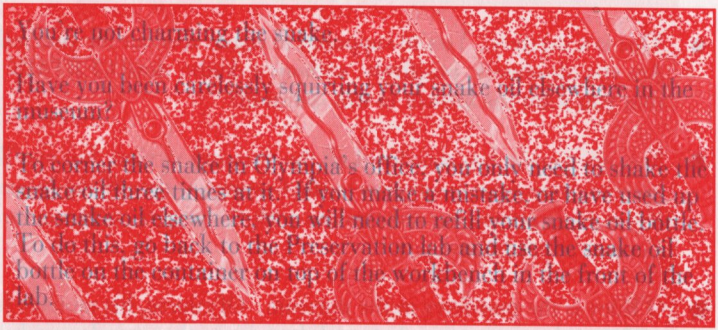
Oh no! Now the Countess has been murdered. But every time I try to get into Olympia's office to examine her body, a snake bites me. How can I get to the body safely?

- [redacted]
- [redacted]
- * [redacted]



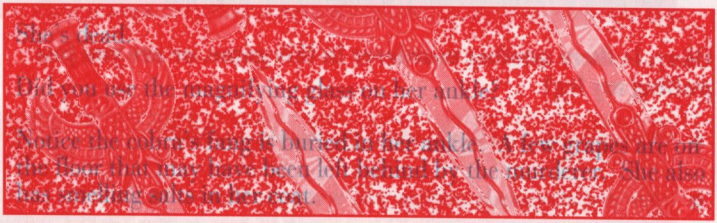
I'm trying to corner the cobra in Olympia's office but keep running out of snake oil. What am I doing wrong?

- [redacted]
- [redacted]
- * [redacted]



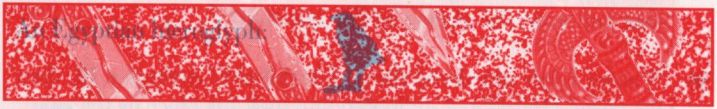
I'm examining the Countess' body. What should I notice about it?

- [redacted]
- [redacted]
- * [redacted]



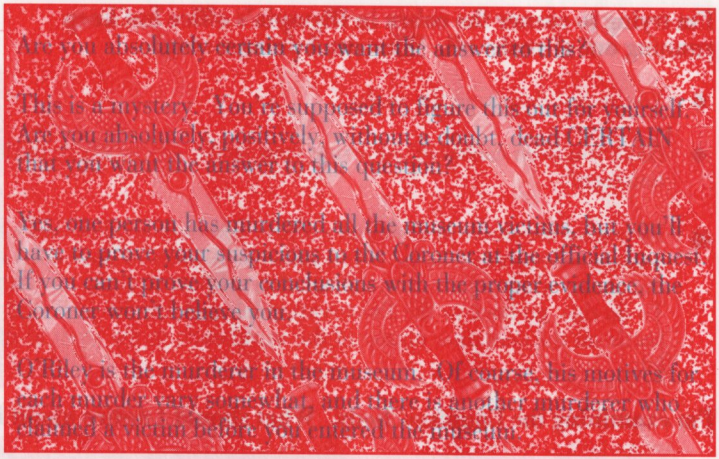
What unusual piece of evidence was found on Lorelei Shannon's corpse?

* [redacted]

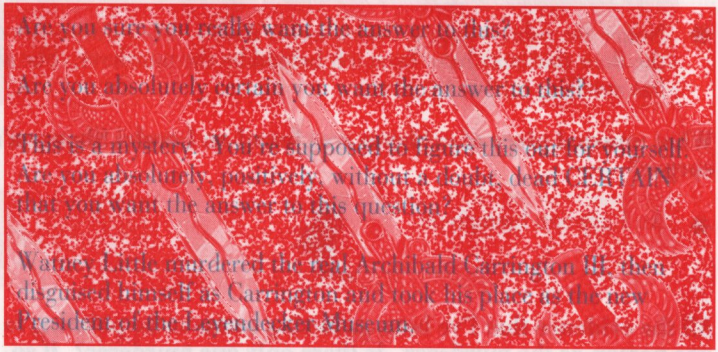


All the evidence that I've been gathering seems to be pointing to one person as the murderer. Is there only one murderer? If so, who is it?

- [redacted]



Okay, is there another murderer in this game, or are you just pulling my leg?



How come Act 4 will never end? Have I missed something?

* [redacted]

RAMESES NAJEER

ACT FIVE
REX TAKES A BITE OUT OF CRIME

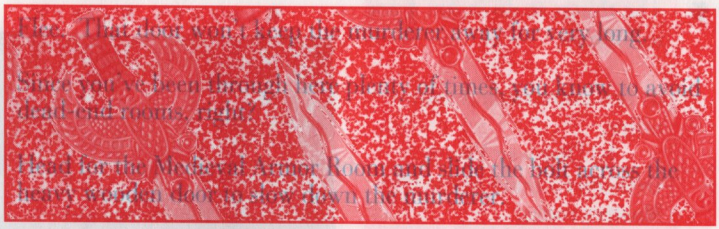
Jeepers! The murderer's chasing me through the Mastodon room. What should I do?

- [redacted]
- [redacted]

* [redacted]

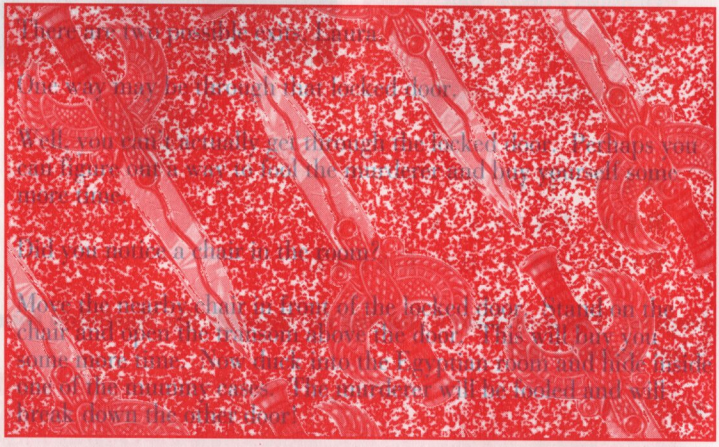
I'm in the Pterodactyl room. The murderer's trying to break in. Where do I go now?

- [redacted]
- [redacted]
- *



I made it safely into the Medieval Armor Room, but the murderer's still after me. Where now?

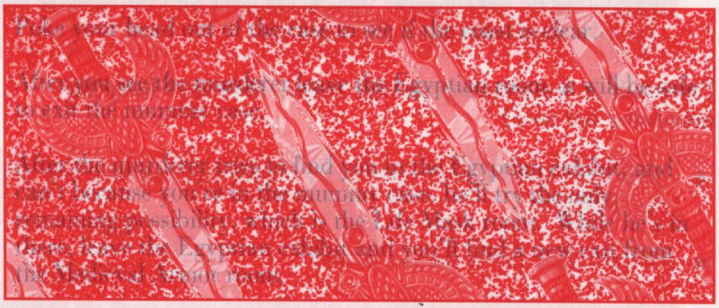
- [redacted]
- [redacted]
- [redacted]
- [redacted]
- *



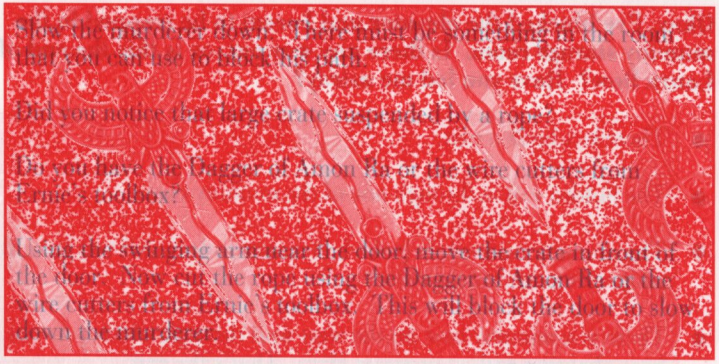
What unusual piece of evidence was found on Kim Bowdish's corpse?

- *

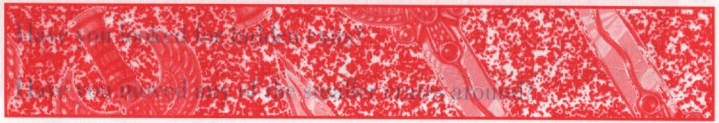
Help! I'm trapped in an old mummy case in the Egyptian room. How do I get away from the murderer now?

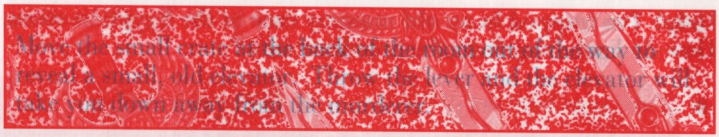


I've entered the crate storage room through the door that the murderer smashed open. It looks like a dead-end. Now what do I do?

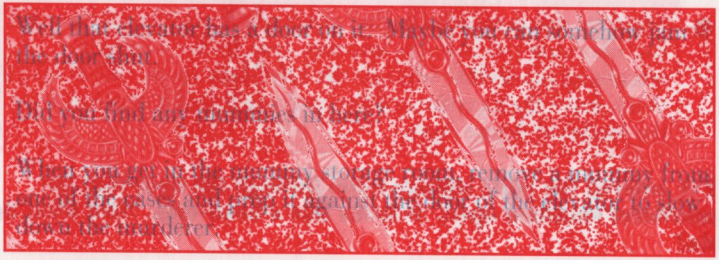


I'm still in the crate storage room and the murderer's trying to get in. How do I get away?

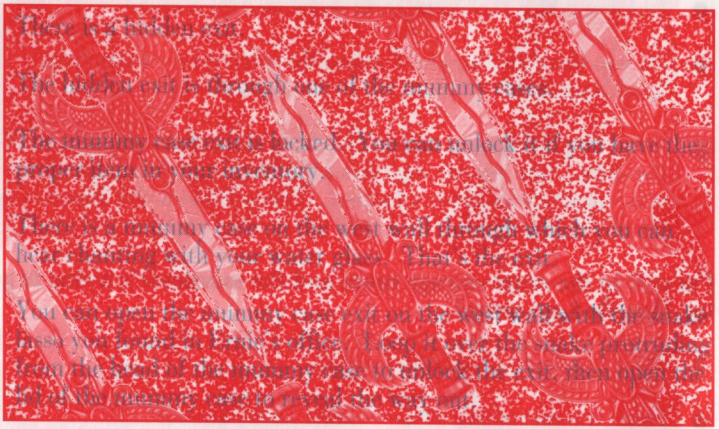




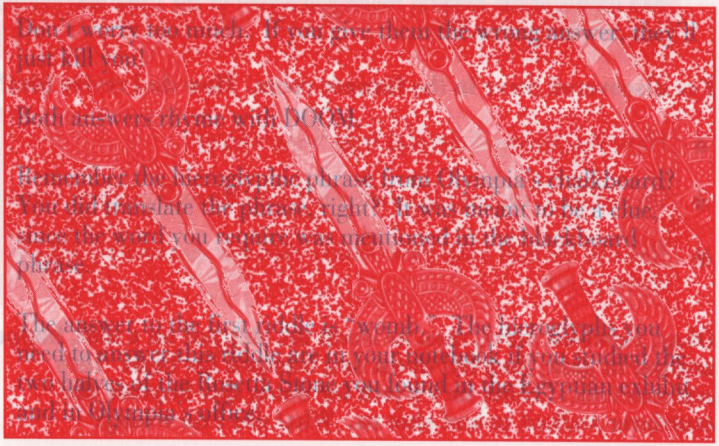
I've made it to a mummy storage room. How do I keep the murderer out now?



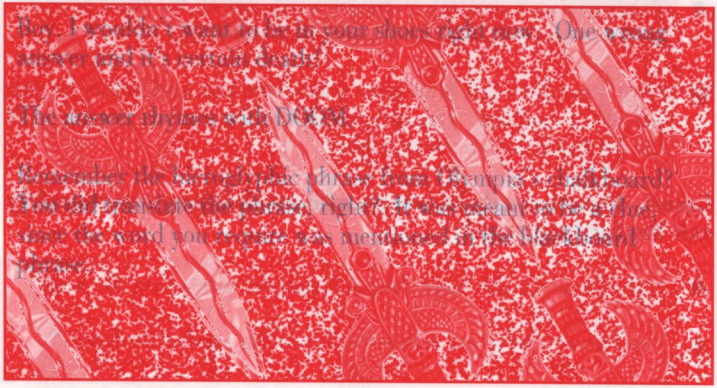
Okay, I've blocked the elevator and I seem to be trapped in the mummy storage room. Is there any way out, or is this the end of Laura Bow? Have you led me astray?



Oh no! I've fallen into the foul clutches of Egyptian Sun Worshippers! What is the answer to the first riddle: "What is the room you leave without entering?"



What is the answer to the second riddle: "What is the room you enter without leaving?"



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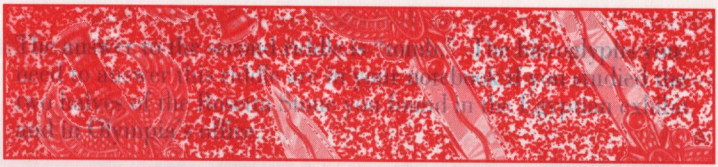

I've discovered Steve in the furnace room. How do I revive him?

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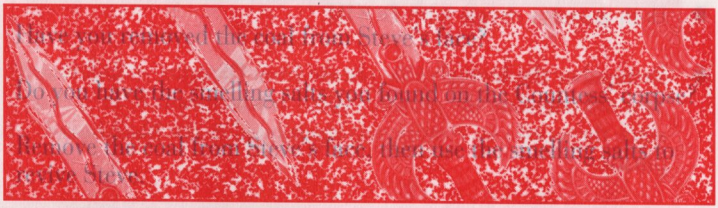

Okay, I revived Steve, then he stood up, stepped on a nail, hopped around in pain, then fell down and bumped his head. He's unconscious. I think he's a jerk for doing this because the murderer walked in and shot us. What did I do wrong?

•

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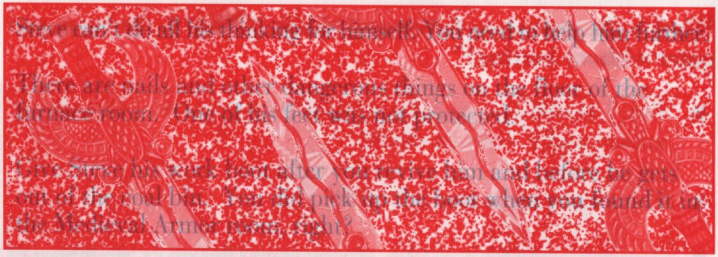
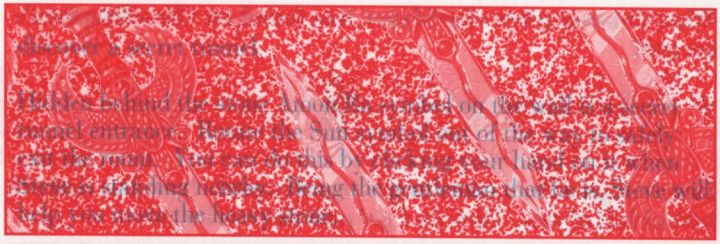


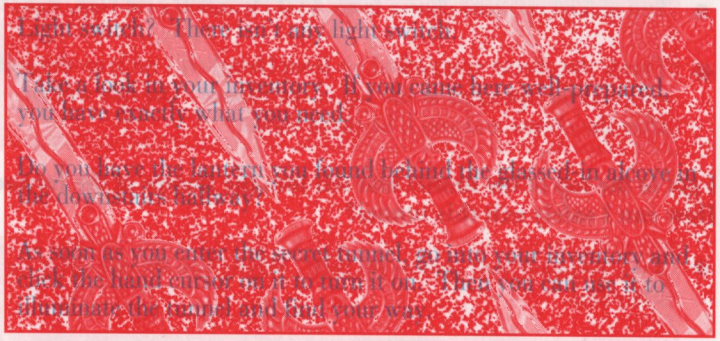
Great! Steve is ready to escape with me, but how can we safely exit the furnace room?

•

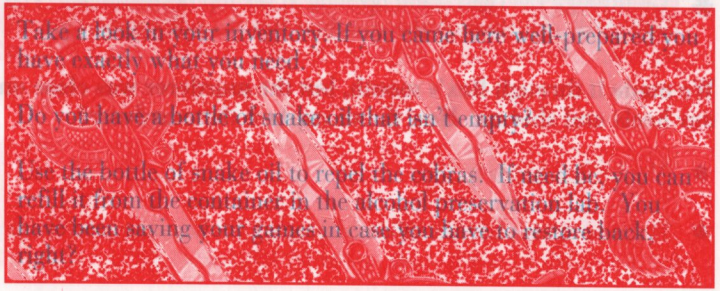
•



Steve and I are in the secret tunnel, but it's awfully dark in here! Where's the light switch?



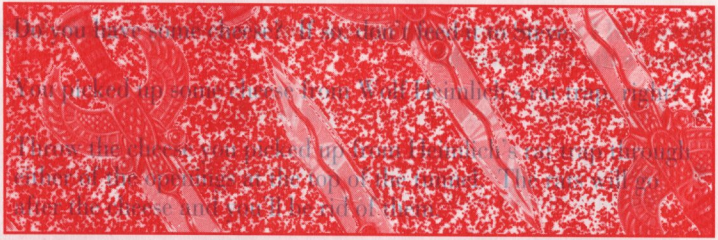
We went up the secret tunnel and it's full of cobras! How do I get around these snakes?



What unusual piece of evidence was found on Chris Braymen's corpse?

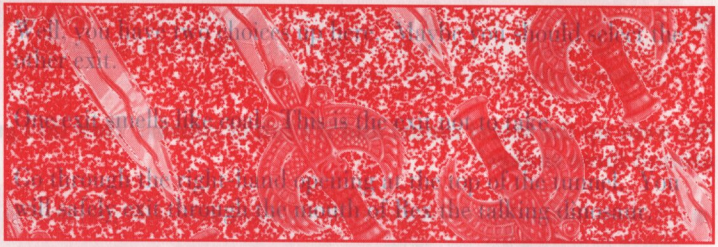
- *

I made it past the snakes in the secret tunnel. Now I've come to a tunnel full of rats. How do I get past these critters?



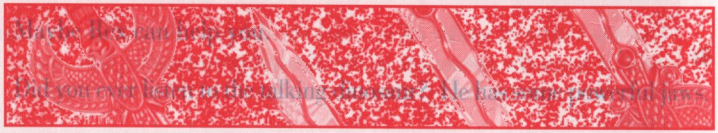
- *

I got to the top of the tunnel and fell into the flames of the furnace. How can I safely exit this tunnel?



- *

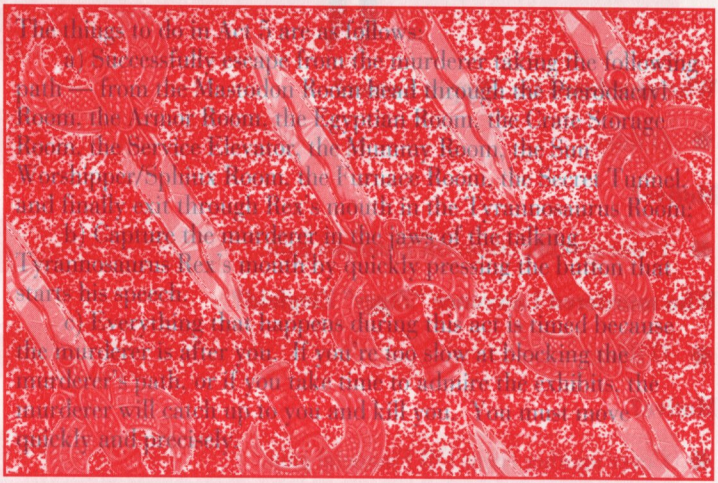
We made it through Rex's mouth, but the murderer was close on our heels and shot us. How do we capture the murderer?



*

How come Act 5 will never end—except in my unfortunate demise? What am I doing wrong?

*



Act 6

The Coroner's Inquest

What unusual piece of evidence was found on Cindy Goff's corpse?

*

Who murdered Dr. Pippin Carter?

*

Motive?

*

Who murdered Lawrence "Ziggy" Ziegfeld?

*

Motive?

*

Who murdered Ernie Leach?

*

Motive?

*

Who murdered Yvette Delacroix?

*

Motive?

*

Who murdered Countess Lavinia Waldorf-Carlton?

*

Motive?

*

Who was the skeleton found in the steamer trunk?

*

Who murdered Dr. Archibald Carrington?

*

Who impersonated Dr. Archibald Carrington?

*

Who murdered Watney Little?

*

Motive?

*

Who actually stole the Dagger of Amon Ra from the Ancient Egypt exhibit?

*

Who manipulated Watney Little into stealing the Dagger of Amon Ra?

* [redacted]

Who was the woman involved in stealing paintings from the Old Masters Gallery?

* [redacted]

Who was the man involved in stealing paintings from the Old Masters Gallery?

* [redacted]

Who was the middleman who provided forged paintings for the Countess and sold the real ones for her?

* [redacted]

Who is the High Priest of the Amon Ra Sun Worshippers?

* [redacted]

Which museum employee runs a "fencing" operation as a sideline business?

* [redacted]

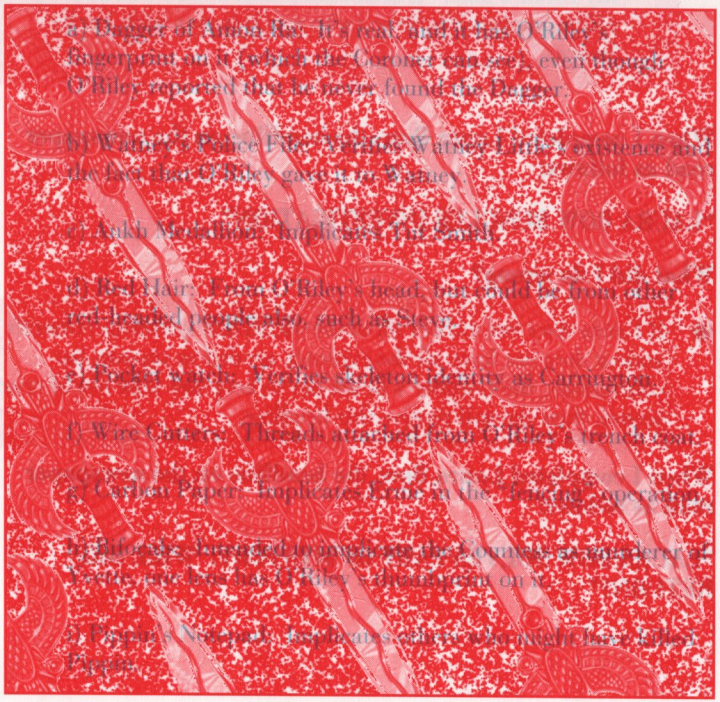
What unusual piece of evidence was found on Bruce Balfour's corpse?

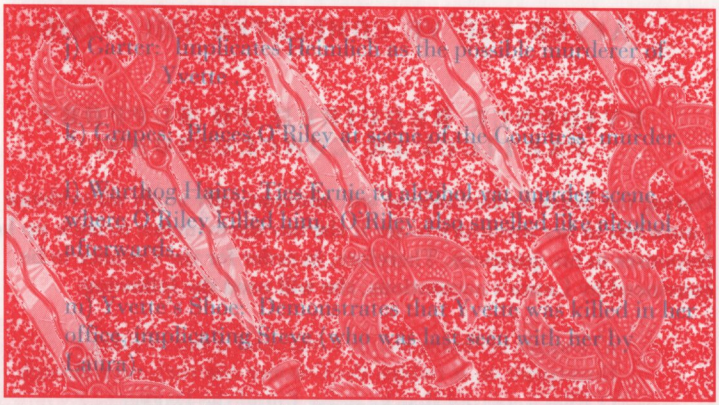
* [redacted]

AFTER YOU'VE COMPLETED THE GAME...

EVIDENCE REQUIRED TO SUPPORT PARTICULAR CONCLUSIONS:

During the Inquest, the Coroner will automatically study all evidence Laura has in her inventory to see if she has the evidence to back up her responses to his questions. Therefore, in order for the Coroner to be convinced by Laura's accusations, she will need the following:



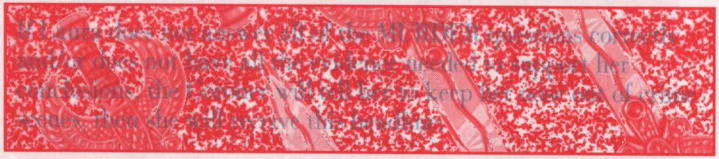


When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW BUNGLES INVESTIGATION"

What did I do wrong?

*



When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW SOLVES PART OF MYSTERY! WILL SHE RETURN?"

This sounds like I didn't solve all the mystery. What did I do wrong?

*

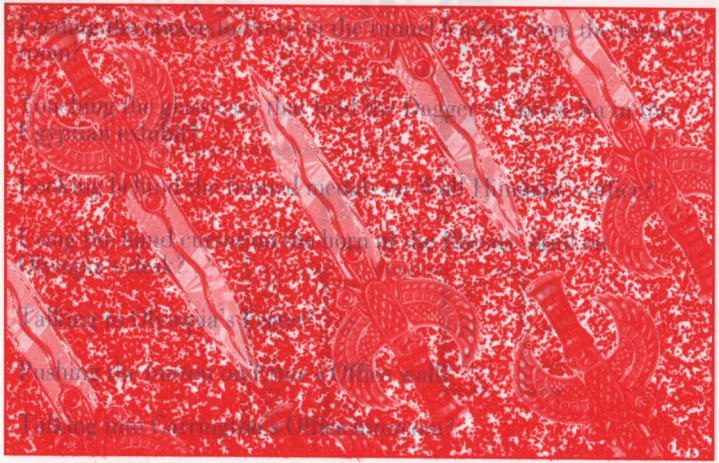
When I completed Laura Bow, the headline on the newspaper read as follows:

"LAURA BOW SOLVES DAGGER THEFT AND MUSEUM MURDERS!"

Does this mean I'm a real super sleuth?

*

DID YOU TRY...



Solution to the Crossword Puzzle

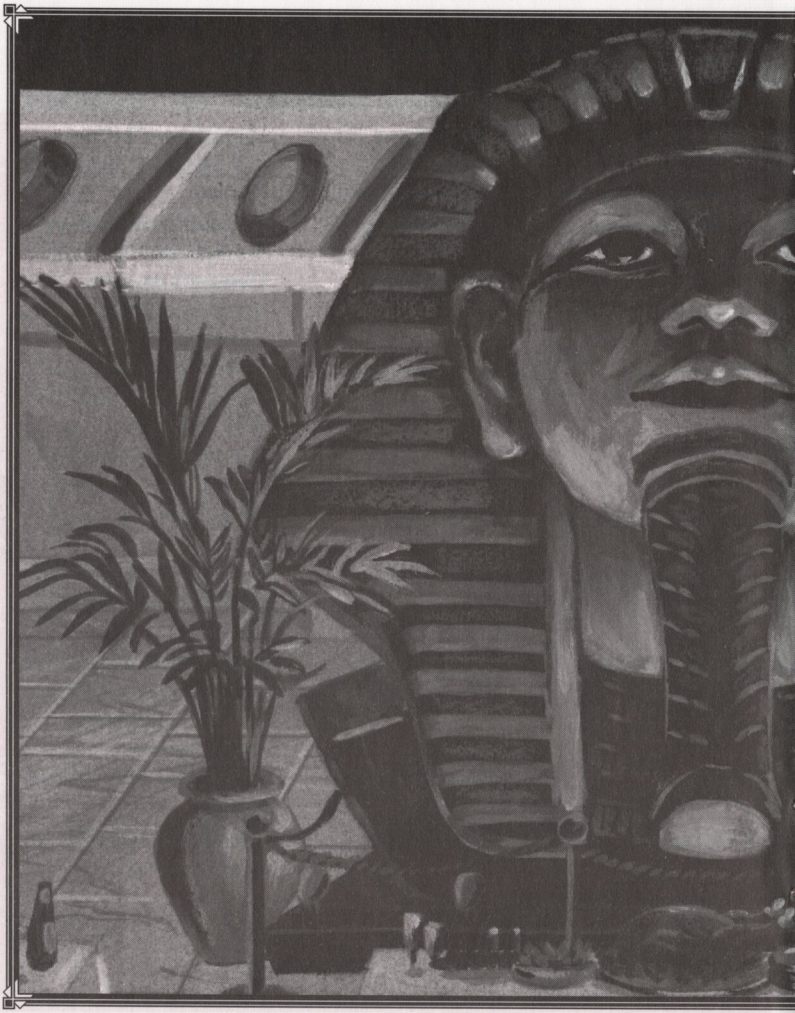
SOLUTION TO
"MURDER BY DESIGN"

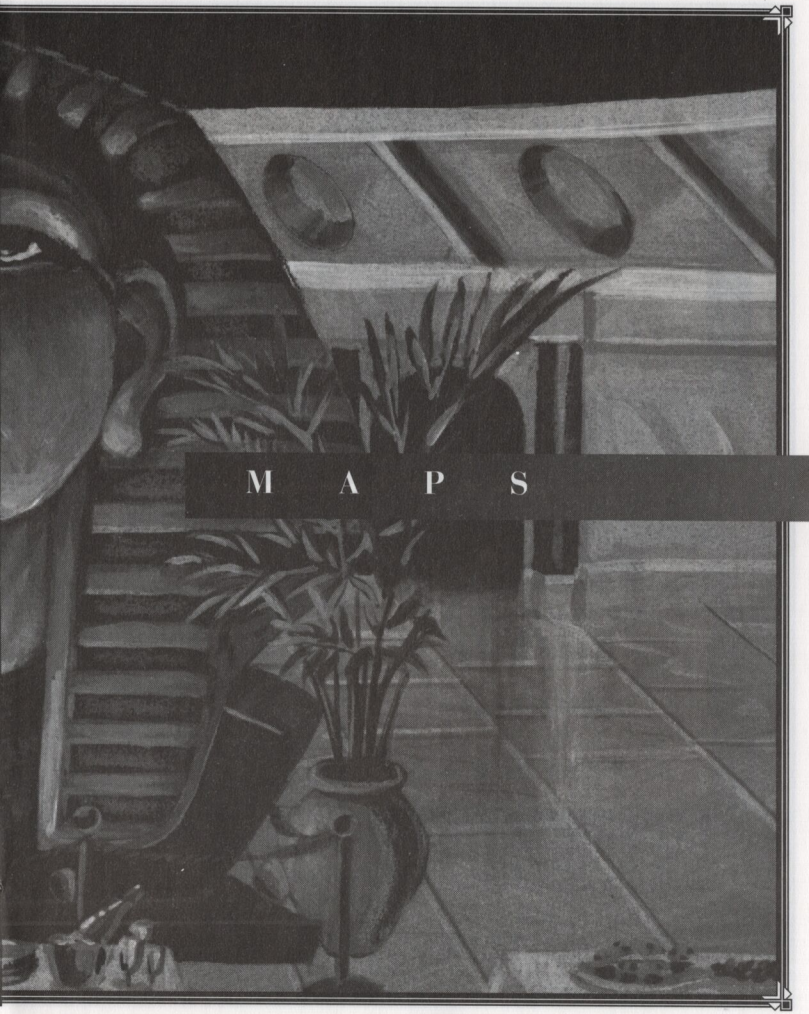
Location of Regular Objects

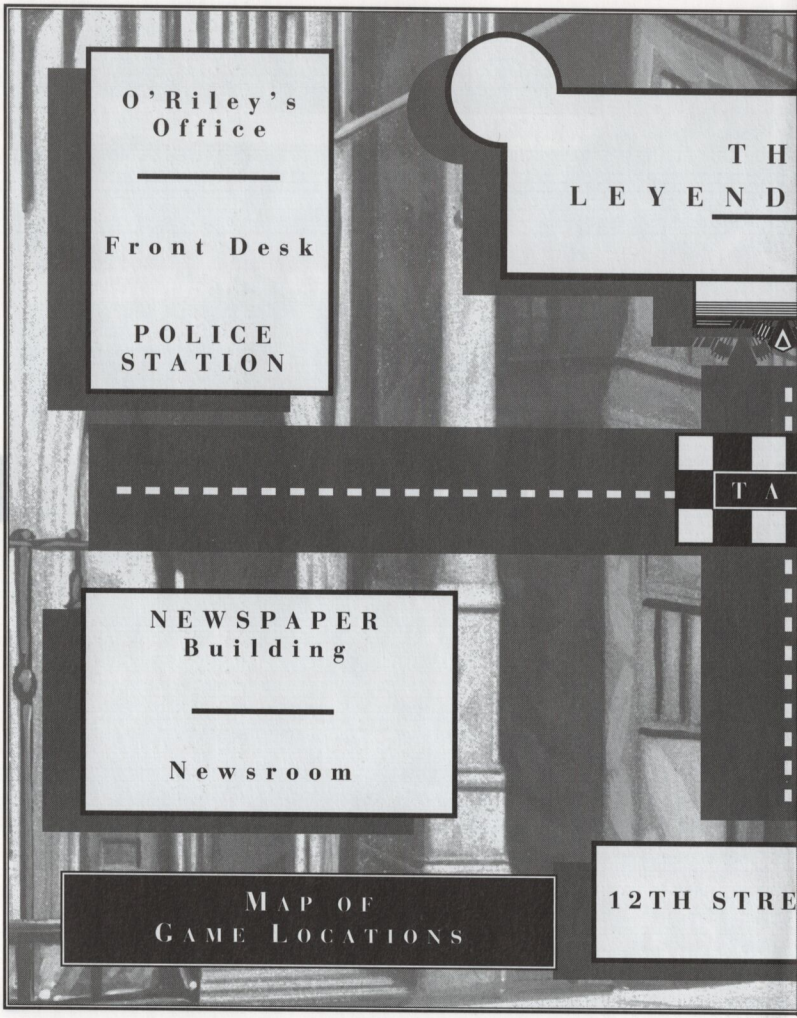
Object	Where Found	Where Used
Telephone (pay)	Pillar in news room	Calling out
Pens (pen)	Shop stock	Writing, drawing, signing
Desk key	Mrs. Jones	Desk drawer
Sandwich	City street	Lunch
Baseball	Sports room	Sports
Magnifying glass	Sally Stevens	Examining evidence
Charcoal	Cartoonists' office	Drawing
Water glass	Restaurant	Drinking water
Shelton key	Old Master Gallery	Opening Carrington safe
Laundry ticket	Jack Allen	Getting dressing gown
Dressing gown	Le Parc	Changing to casual clothes
Stakeout	Preservation lab	Capturing evidence
Glasses	Reddick's office	Reading notes
Stuffed bear	Sports room	Prop
Dinosaur bone	Rex Museum exhibit	Prop
Keys	Patrolman's locker	Opening doors
Cards (pack)	Locker room	Playing poker
Sandwich (cut)	Lunch table	Lunch
Tie	Peter's room	Dressing
Work boots	Medieval armor room	Stage prop

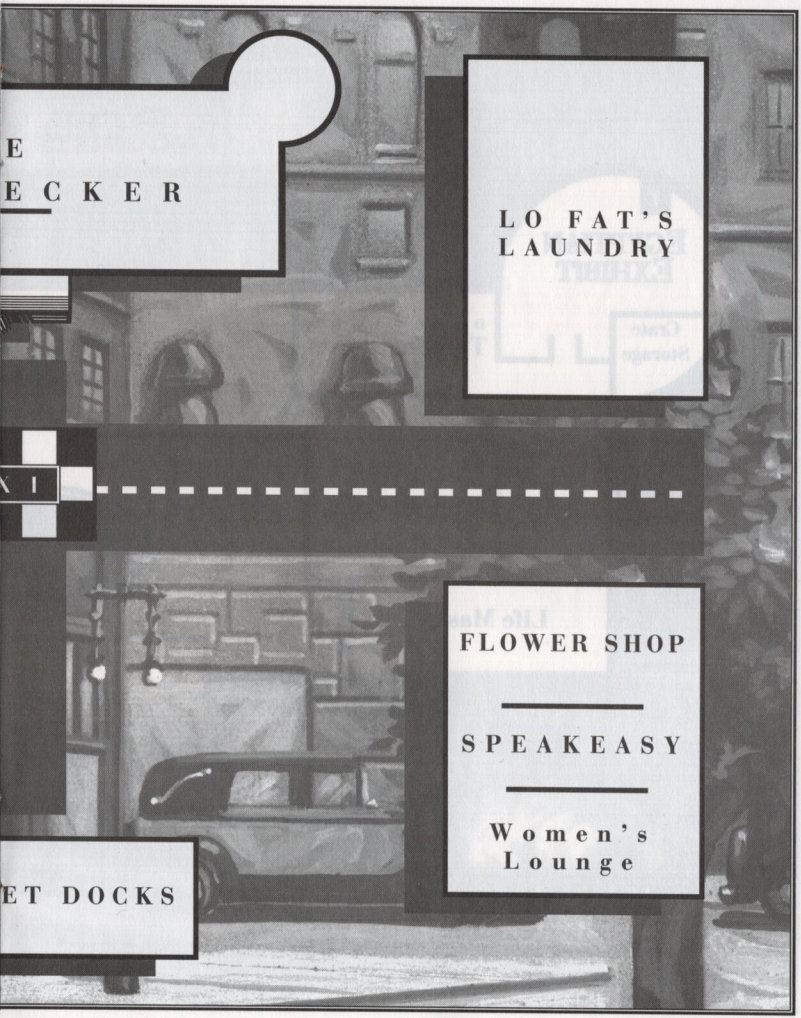
Location of Evidence Objects

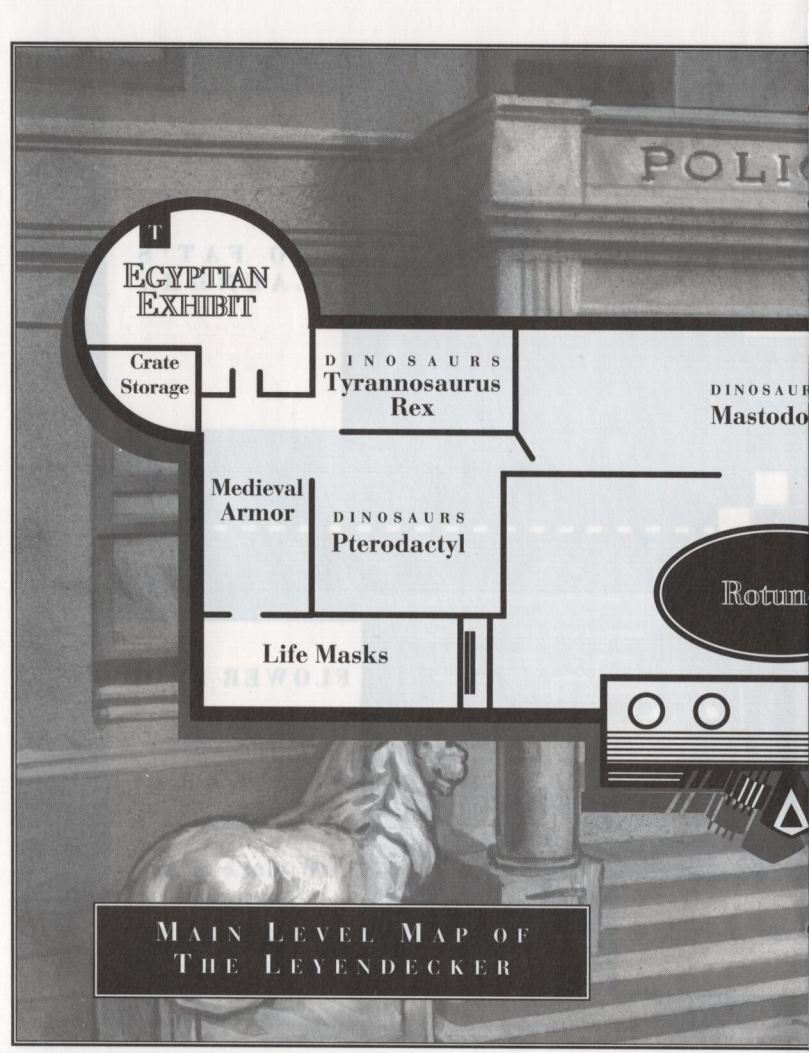
Object	Where Found	Where Used
Open Padlock	Alcohol vat	Padlock opened with Sharon's fingerprints
Pauline's Police ID	Nurse's station	Pauline's ID
Sock (Neighbor)	Pauline's body	Pauline's body
Earrings	Pauline's body	Pauline's body
Gold Locket (Watch)	Sharon's body	Sharon's body
Wire (Wire)	Pauline's body	Pauline's body
Crumpled Carbon paper	Desk, office	Sharon's desk
Silver Eyeglasses	Pauline's body	Pauline's body
Pauline's Scrotal Blood Sample	Pauline's body	Pauline's body
Grapes	Pauline's body	Pauline's body
Wooden Dowel	Pauline's body	Pauline's body



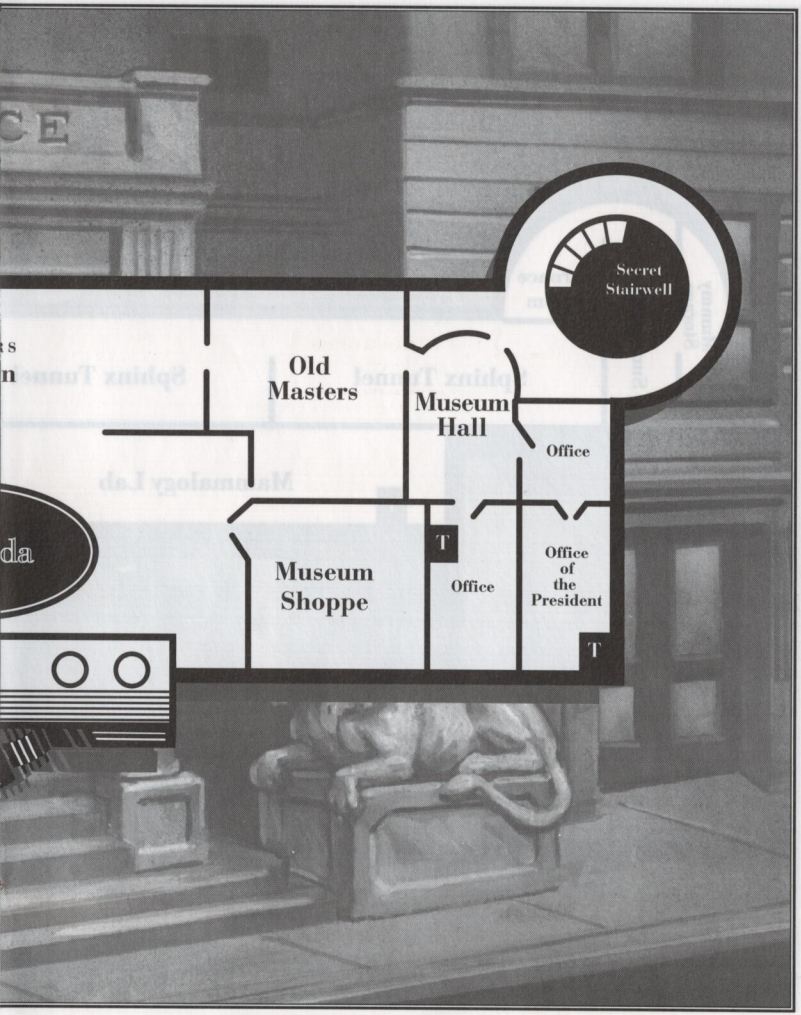

MAPS

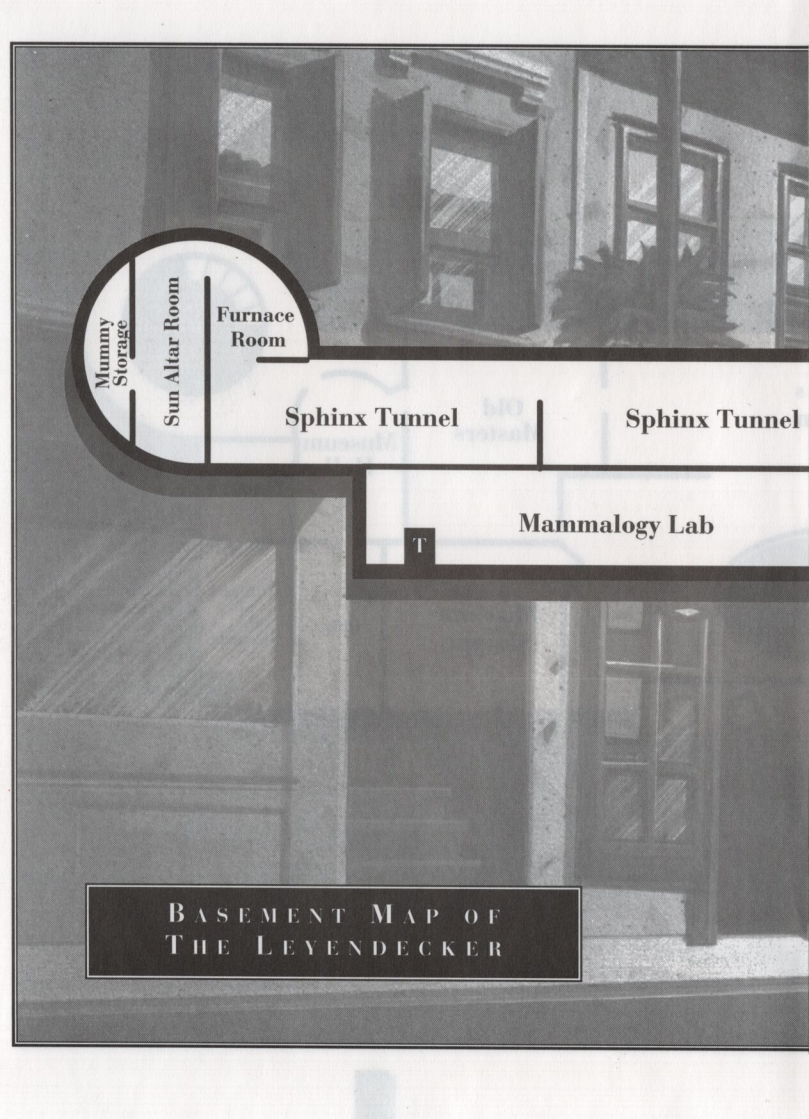

O'Riley's Office
Front Desk
POLICE STATION
TH
LEYEND
TA
NEWSPAPER Building
Newsroom
MAP OF GAME LOCATIONS
12TH STRE


E
E C K E R
LO FAT'S
LAUNDRY
X 1
FLOWER SHOP
SPEAKEASY
Women's
Lounge
ET DOCKS

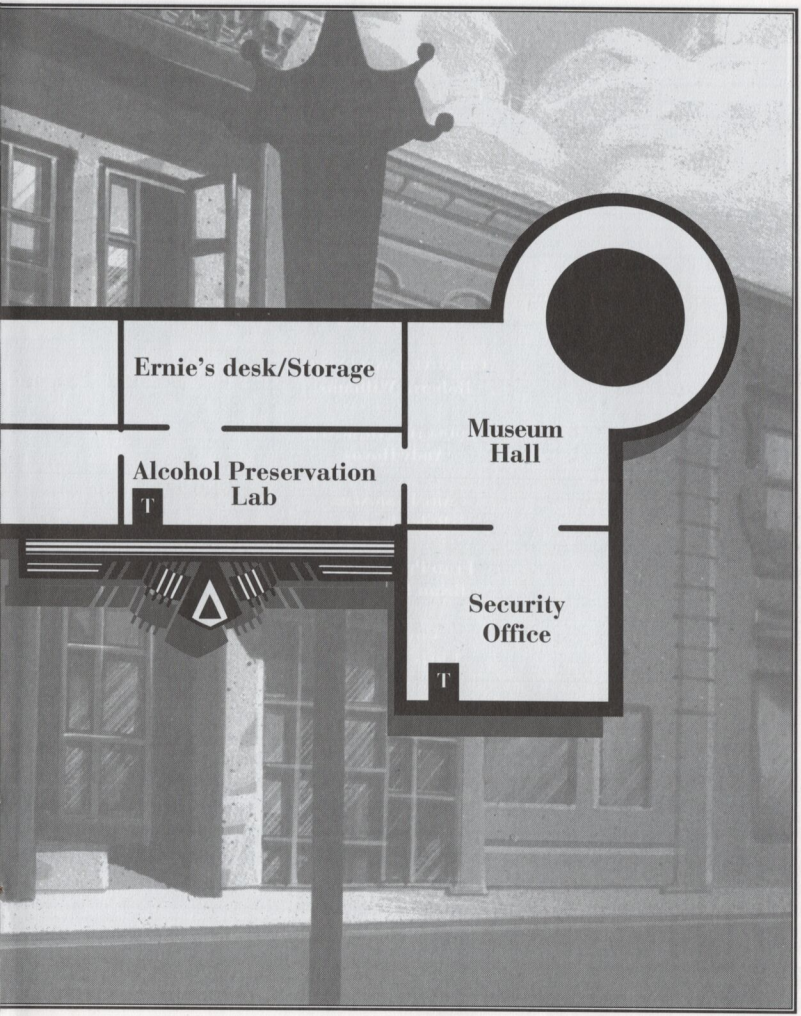


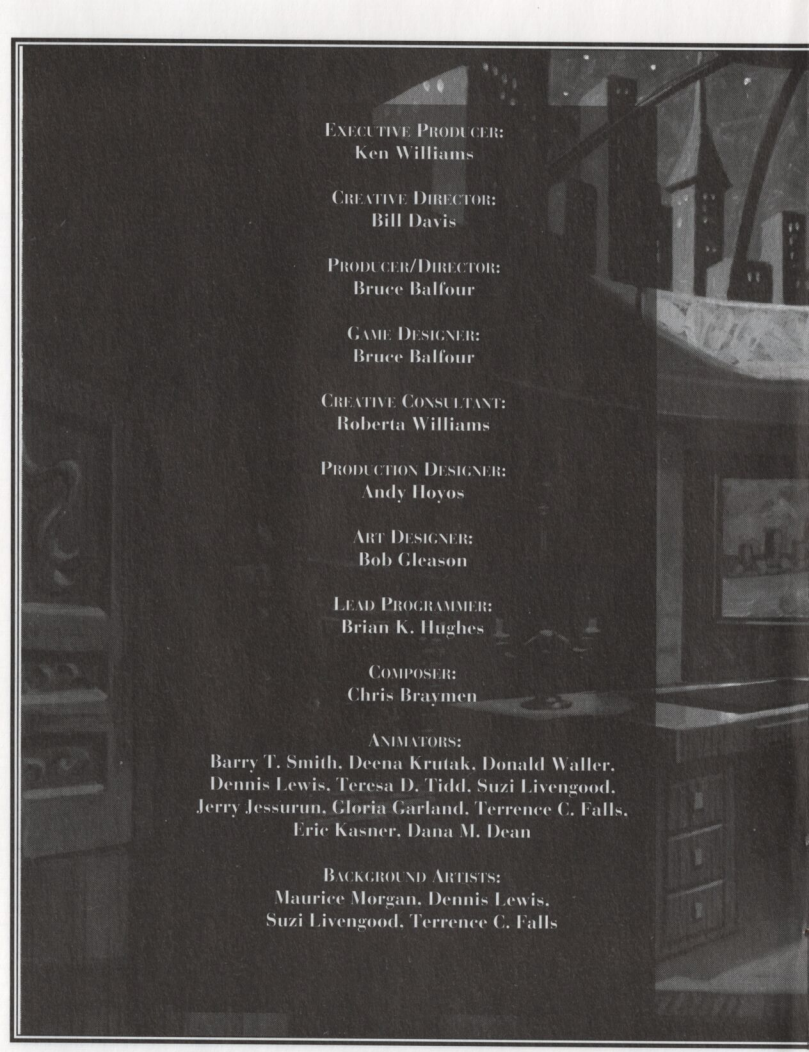
MAIN LEVEL MAP OF
THE LEYENDECKER


Secret
Stairwell
Old
Masters
Museum
Hall
Office
T
Office
Office
of
the
President
Museum
Shoppe
T



BASEMENT MAP OF THE LEYENDECKER


Ernie's desk/Storage
Museum Hall
Alcohol Preservation Lab
T
Security Office
T



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Bill Davis

Producer/Director:
Bruce Balfour

Game Designer:
Bruce Balfour

Creative Consultant:
Roberta Williams

Production Designer:
Andy Hoyos

Art Designer:
Bob Gleason

Lead Programmer:
Brian K. Hughes

Composer:
Chris Braymen

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Cynthia L. Goff, John Wentworth

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